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POWERLINE

◆ This month in the Super NES Showcase, we take a look at three of the newest 16-bit titles, including Super Tennis, U.N. Squadron and Super Baseball Simulator 1.000. Sports games take on a whole new realistic feel on the Super NES. The tennis game puts you right on center court—sometimes struggling with your backhand! And Super Baseball Simulator 1.000 gives you the ability to do just about

your mind. As you'll see in our review, there are two very different flying modes that set this title apart from all others. Add some great digitally-sampled voices and a wide variety of missions, and you get a game that really turns and burns!

 Also this month we scope out the antics of the official "modern Stone Age family." When we first saw an early version of The

Flintstones for the NES. we knew it was going to be really cool. Dino Hoppy have been "dinonapped" by aliens from the future. never fear! Fred and Barney are here! All they have to do is find the parts for a time machine that they can use to go after those pesky aliens.



everything but put pine tar on your bat.

- The NES version of Final Fantasy has been in Nintendo Power's Top 10 for over a year, and fans have been elamoring for a sequel. Wait no longer, fantasizers, Final Fantasy II is here—on the Super NES! Imagine enemies rendered in gorgeous 16-bit graphics and sound that is nothing short of superb. Our review of Final Fantasy II will give you a taste of this fantastic adventure.
- If you think all jet fighting simulators are the same, NES Ultimate Air Combat will change

- Another animated classic, Tom & Jerry, is also coming to the NES. They've been hassling each other for decades, and now Tom has trapped Jerry's nephew, Tuffy, in the attic. This month's review includes a map that will come in handy.
- ♠ And finally, happy faces get their just rewards in a soon to be released Game Boy title from Bullet Proof Software. FaceBall 2000 lets you wipe the smiles off lots of little faces! Be sure to check out the special FaceBall 2000 "Have a Nice Day" contest on page 66. Everybody can win this one!



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FEATURES

Yabba dabba doo! The modern Stone Age family unit rocks heavily on the NES.



takes brain power.



The sequel to the enormously popular NES adventure comes to the Super NES.

WHERE IN TIME IS What time period is Carmen trapped in? Following her trail

Take control of the sky in your screaming jet fighter. For top scores, the sky's the limit.

Jerry's antics take him all the way to the attic as he searches for nephew Tuffy. CHEC CHOWCACE

| | INES SHOWCASE |
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| SUPER 7 | TENNIS |
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| The curtain is up on more class acts. | |
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| lot games are coming soon to invade your video space. | |

GAME BOY

Those rockin' 'toads are back in





a Game Boy adventure that will keep you hopping.

KID ICARUS

The long-awaited sequel is bigger and better than the NES classic!

FACEBALL 2000 The new entry from Bullet Proof Software has 3-D action and an incredible multi-player mode.

E DRAGON II....67

Billy and Jimmy Lee spin kick their way to Game Boy.

Use letters from your cache to form words and score big. DI AVENIC CONTINE

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This Month: Letters From Game Link Dreamers

Readers came up with some interesting pairings in response to our request for dream Game Link matches. Ideas ranged from body-slamming the Hulkster to joining forces with Link to terminating Arnold. This month's Player's Pulse features some of the ideas we received.

HASTA LA VISTA, BABY

think a great Game Link match would be Arnold Schwarzenegger and me playing Fortified Zone, Arnold would probably like the shoot-em-up because of his action roles in the Predator and the Terminator films. I would let him win though, because if he lost he would probably crush the Game Boy in one hand and my face in the other!

> Corv Barack Neffs, OH

A NATURAL LINK

would like to Game Link with Link. We could fight together and destroy everything that we could shake a sword at, and we would take shifts to beat the Darknuts. When we saved Princess Zelda, we would celebrate our victory with Pepsi and chips, then we would split up the iewels.

> Michael Sanders Prestonsburg, KY

CAN HE REALLY CRUISE?

f I could Game Link with a celebrity it would be Tom Cruise. He's a great actor, but I wonder how good he really is at playing Days of Thunder!

> Brandon Lee Batesville, AR

GIVE HIM SOME AIR TIME

y Game Boy Dream Link would be to play One-on-One with Michael Jordan in LJN's NBA All-Star Challenge. It's right after the last game of the NBA's Final Four, Jordan is in the locker room playing NBA Chaltenge to relax, and I walk in and ask him if to autograph my copy of the game. He says, "sure" then, "How about a couple of games?" We play four quarters of super Game Boy action. When it is all over, Michael says, "Next time, Aaron, I'm going to win!"

> **Aaron Reitmeier** Crookston, MN



SOVIET LINK

y dream Game Link would be to play Tetris against Soviet president, Mikhail Gorbachev, I think it would be fun to study his strategy and maybe even beat him

> Adam Gardner Denver, CO

BUMPERCARS WITH BILL

read your request for Game Boy Dream Links in the last issue and decided to send mine. My dream is taking the NASCAR Challenge with Bill Elliott. The man says, "Start your engines!" The engines roar, we take a few warm-up laps, then the pace car ducks out and the race begins. I race nose and nose with Elliott for 99 of the 103 laps in the race, then he crashes into me. I make an outstanding recovery, everyone starts to scream, and I actually win!

> Alan Fowler Utica, NY

BO KNOWS HOW TO

n my Game Link fantasy, I dream about pitching to Bo ▲ Jackson in Bo Jackson's Hit and Run, It's the bottom of the ninth, there are two out, and the count is three and two. My team is leading when Bo steps up to the plate. The bases are loaded. Here's the pitch! Bo swings . . . and misses! My pitch wins the game.

> Randy Vena Elizabeth, NJ



CONTEST WINNER MEETS NASCAR GREAT

hen Lee Mullen was selected as the Player's Poll Contest grand prize winner for April, he won the trip of a lifetime. The twelve-year-old winner from New Meadows, Idaho, took his whole family to see Bill Elliott and other NASCAR legends mix it up at the Diehard 500 held last July at Alabama's famous Talladega Super Speedway.

On race day, the Mullens toured the pit area, met Elliott, and got a close look at his car before heading for the stands to watch one of the most exciting races ever held at Talladega. The competition was hot from the first lap to the checkered flag, with drivers running flat out and trading the lead back and forth all



Lee had an opportunity to meet Bill Elliott just before he donned his racing suit and climbed behind the wheel at the Diehard 500.



Ready for the race to start, Elliott is totally focused on the job ahead.

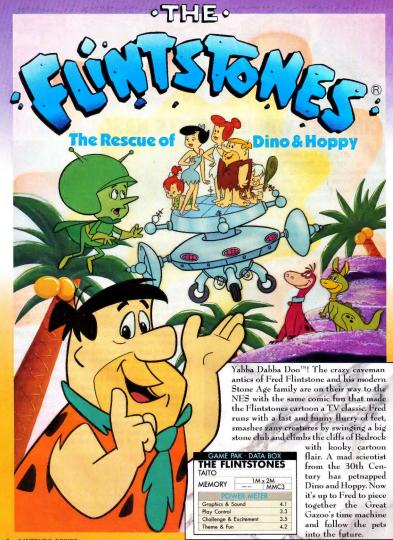
afternoon.

The final lap had all 100,000 fans on their feet as Bill Elliott whipped his car out of the slipstream and pulled alongside Dale Earnhardt. The two screamed down the last stretch side by side, but Earnhardt nosed out Elliott for the flag. With a finish as exciting as that, the difference between first and second didn't matter to Lee and his family, though it probably did to Bill Elliott!

The race capped an exciting weekend for the Mullen family. And when you consider that Lee's entry almost stayed in his mother's purse instead of being sent, you realize how lucky he was to win. Lee and his mother thought that a kid from a town as small as New Meadows had little chance of winning a contest, but he wanted to send his poll card in anyway, It's a good thing that he kept pestering his mother until she mailed it, though, because she almost didn't! She finally dropped it in the mail to keep him from bugging her about it, and lo and behold, that very card was drawn.

Nintendo Power subscribers are probably aware of the special offers we sometimes make as incentives to renew. In the past, we've included bonuses such as a Dragon Warrior game pak and the Player's Guide book series. Now we want you to tell us what would make renewing absolutely irresistible for you. A new car? A recording contract? A ride on the space shuttle? Send your ideas to the following address:

Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA 98073-9733







Our modern Stone Age hero runs through his rocky world with fast feet and a big club. He can jump to avoid quick creatures or knock 'em with his weapon and collect coins. This prehistoric land is full of foes. so it'll pay for Fred to stay on his toes

Run, Slide, Stop!

Fred runs

Bedrock with

Yahha Dahba

Doo style and

puts on the brakes with a

through

Hang In There!

You can feel the rocks rumble when Fred grabs onto a cliff and swings before he pulls himself up.



Jump

Fred can jump on his own, but he really hits high places with his springy kangaroo pal for a cost of five coins a hop.

Fly By strapping on a pair of wings, Fred can fly over



dangers on the ground. Air travel, though, can be expensive.



Dive Goggles and a mask help Fred speed through underwater Bed Rock and cross over bottomless pits at a cost of four

coins per stroke.

Master Your Tools



Special tools, like Fred's stone axe, really help him take on tough characters.

BEDROCK AND BEYOND

The pieces of Gazoo's time machine are all over Fred's home town and the surrounding area. If Fred can defeat the creatures that guard the machine's parts, Gazoo will be able to piece the invention together and send Fred to the final stage in the 30th Century.

Cave

This maze-like underground stage is populated by creepy creatures and crooks on the lam. Watch it, Fred!

Under the Sea

The fiendish fish below Bedrock aim to cut short Fred's swim to Tea Rock. They're very tricky.



Tea Rock

This island in the north has a lot of similarities to the Far East. Fred'll have to combat martial artists here

Icy City

It's almost impossible for Fred to stop in slippery Ice City. He'll really have to ve quickly.

Jungle

Barney's in the jungle, waiting to give Fred advice on how he can beat a coconut-tossing kook.

Reef Rock

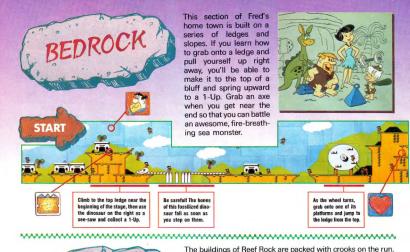
This town is tough, Fred's going to have to watch for crooks and watch his step in the underground.

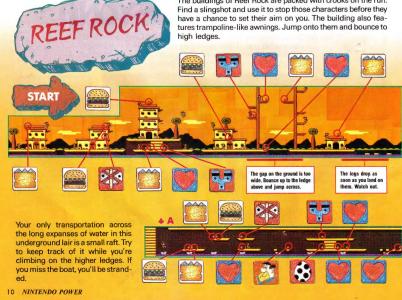
Bedrock

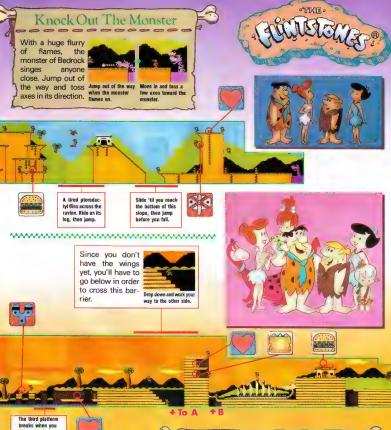
Fred's town includes wide gaps that he'll only be able to cross by jumping and grabbing old on the other side.

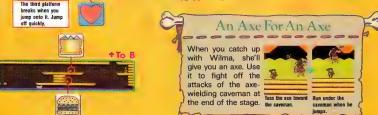
Basket Rock

Courts A. B and C give Fred a chance to show off his Stone Age basketball skills and earn special abilities.











Body Language

Winner takes all in this match Bon't hold anything back. When your opponent has the ball, face off with him and hit him with your hip. That should knock the ball loose so that you can scramble for it and take it in

You'll only be able to knock the ball loose from behind when your opponent is shooting.



Put the ball up when the mouth of this prehistoric pelican is wide open and you'll earn two points.

There are three Basket Rock courts in the vicinity of Bedrock. When you beat the king of the courts at his own game, he'll reward you with a special item. You've only got a minute to show him your stuff. Stay close on defense and try to break away clean when you have the ball. Then toss it in!





Don't even think about trying to stop cold in the frozen tundra of lcy City. If you put on the brakes, you'll skid halfway to the tropics. Just keep moving, jump guickly and try to stay warm. If you've earned the ability to fly. it'll really be useful.









platforms and try to hit the Power-Up producing barrel as you pass it.









There are only three courts and no rematches. In order to earn all of the items, you'll have to win all of the matches.

Court A

Win the first match and you'll be able to call on a kangaroo for super high jumps.



There are areas where this highflying 'roo will come in handy.

......

Court B

With a victory in Court B, you'll be able to strap on wings and take to the sky.



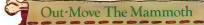
Save your coins to take an expensive flight over danger.

Court C

Beat the pro in Court C and he'll hand over a complete set of diving equipment.



through the water will be a snap with diving equipment.



It's impossible to jump over the charging moth without getting hit. Make sure that you're powered Power up your swing up. Then quickly as the mammoth club it.



approaches.

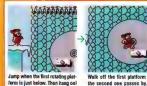
When the mammath is within range, let him have it.



















the third rotating platform.



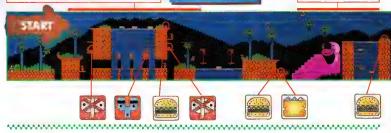
If you don't make it all the way across this expanse by jumping on the logs up top, you can still land safely and jump on the rocks below.





Barney has been fighting through this dense area in search of a piece of the time machine. Pick up where he left off and take his advice on how to defeat the coconut-tossing creep at the end. You'll come across many tricky jumps on your way through the jungle. Be careful as you go.

Hop quickly across the logs here or you'll only be able to save yourself by flying.





Use Your Coconut

The clown at the end of this stage drops coconuts in an attempt to bowl you over. Hit them with your club and send them back.



Send the coconuts back and knock out the enemy.















Swing across these gaps by grabbing onto the ropes.

Slide here and taunch across the Use the kangaron to leap to the ledge here, then jump on the logs.







As soon as you enter this chamber, it begins to fill up with red hot lava. If you have at least 50 coins and the wings, you can fly to safety.

Beat On The Bat

The vampire of the cave releases bats, then flies to a new perch when you hit him. Wait until the club is at full power and swing when you've got a good shot.



and walt 'til your

club is at full



Let the vampire have it when he nets into your range.

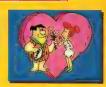
















If you didn't win the last Basket Rock challenge for the diving gear, you'll have a hard time getting through this underwater area. You can use the gear to float safely over bottomless crevices and under dangerous spikes. Without it, you'll have to make long jumps and ride fastmoving bubbles.





Swing your club with maximum power and you'll knock out these slimy creatures with one hit



Hop onto the ascending bubbles to get across this gap, but watch for the spikes on the roof.



Surprise the fish in

this area by hitting

them before they see

The Tea Rock area is very similar to Ancient Asia. Watch carefully for masters of the martial arts and hit them with your club before they hit you with their fists. The Sumo Dino at the end is very tough.





When you defeat the rickshaw driver at the top of the slope, you can hop onto his vehicle, ride down the hill with super speed and jump the gap to the ship.









After you've collected the last piece of Gazoo's amazing time machine, he'll send you centuries into the future so that you can fight through one last stage and save your helpless pets. When you zap ahead to the 30th Century, you'll meet George Jetson and he'll clue you in on Dr. Butler.









Defeat The Dino

The Sumo Dino is sturdy and a strong fighter. You'll only stand a chance by fighting with quick and powerful swings.



as you power your



full strength, hit the dinosaur with all of



































FROM Special Agent "Sid" Fill Up On I-Ups

Just before you meet Reznor in the Vanilla Secret Fortress, you can earn a sizable number of 1-Ups by stomping the Bony Beetles in front of Reznor's door. Swim to the door and tread water over the Beetles. Then drop down and stomp them repeatedly without touching the ground. You'll earn more and more points for each stomp and, eventually vou'll earn 1-Ups.



Tread water and stomp the Bony Beetles outside of Reznor's door in the Vanilla Secret Fortress. You'll earn a ton of points and 1-Ups.



Exit Gate Bonus

If you carry a P-Switch or a Shell through an Exit Gate, it will turn into one of four different Power-Up items. What the P-Switch or Shell turns into depends on Mario's condition and what Power-Up item is in the Item Reserve Box. The table below shows how you can figure out what will appear.

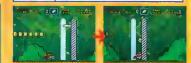
| i | MARIO | ITEM BOX POWERUP |
|---|-------|---|
| | Small | EmptySuper Mushroom Super Mushroom1-Up |

| Small Mario | Super Mushroom1-Up Fire FlowerSuper Cape FeatherSuper | Mushroon Mushroon |
|----------------|---|----------------------|
| Super | EmptySuper Super Mushroom1-Up | |

Sup Mario Cape Feather Super Mushroom Empty.....Fire Flower **Fierv** Super Mushroom. . Fire Flower

Fire Flower.....1-Up Mario Cape Feather Fire Flower Empty......Cape Feather Caped Super Mushroom..Cape Feather Fire Flower......Cape Feather

Cape Feather 1-Up



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

> Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733



CLASSIFIED INFORMATIO



FROM AGENT #301

Tricky Tosses

When you compete against a computer-controlled player in this NES dart game, you may see your opponent perform some pretty amazing stunts. Our agents have discovered that you too can toss the darts with finesse. The Robot, Monkey, "Macho" Man and Alien are all capable of making tricky tosses. When you're controlling the Robot, center your shot horizontally and vertically, then toss the dart with half power and the Robot will extend its arm to the board for a super accurate shot. The Monkey, not being an animal of great accuracy, can instead toss a dart behind its back. To make the Monkey perform this trick, press and hold the B Button while the Monkey throws and its next toss will be behind the back, If you'd like to make the "Macho" character toss a board-shaking super shot, have him toss the dart with maximum power. It'll hit the board with immense force about one third of the time. The Alien has the power to freeze a dart in mid-flight and direct it to anywhere on the board. You'll meet with success with this maneuver usually on the third shot of the turn. While the dart is in the air, press and hold the A and B Buttons to make it stop. Move it by pressing Up. Down, Left and Right on the Control Pad, then release the buttons when you're on the desired target. Bullseve!



Center the aim and release the dark with half of the maximum power to extend a Robot arm toward the



Have the "Macho" man throw the dart with maximum power to make a board-shaking play.



The Monkey shows off with a behind-the-back shot if you press and hold the 8 Button on the previous toes



The Alien can freeze and re-aim the dart in mid-flight if you press and hold the A and B Buttons.

Alien Change

Since the Alien has total control of the dart in flight (as described in the previous tip), you'll have no trouble in making it throw a dart that hits the fly buzzing around the dart board. Once it successfully tags the insect, the Alien will undergo a transformation. Weird!





By using his incredible Allen power, you can make this creature from another world hit the fly on the board and transformi



FROM AGENT #986 Commercial Break

If you're in the middle of an action-packed episode of this cat-chases-dog adventure and you're in need of a special weapon, you can break from the episode instantly with a quick code. Just press the Start Button to pause the game, then press the A Button three times. You'll go back to the channel select screen where you'll be able to tune-in to the shopping channel and buy items or play a bonus game to earn some cash!





Stuck in a stage without special weapons? No problem! Pause the game, press A three times and you'll break from the program to the channel select screen. Then choose Channel "S" for "Shop" and buy yourself a few dog defeating items.

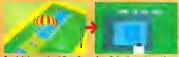


CLASSIFIED INFORMATION

Giloturngs.

FROM AGENT #672

Daredevil landings in three of the events of this flight simulation game will net you a lot of points and a chance to participate in three other fun flights. In the parachuting event, there is a platform that moves back and forth in a body of water next to the bullseye. Land safely on it and you'll earn 100 points, plus you'll be sent to a bonus stage where you control the flight of a diving penguin as it plummets toward a pool! When you strap on the Rocketbelt, you'll take off from a moving platform in the water. Carry out the tasks of the event, then land on the same platform. You'll earn 100 points for the landing and you'll go to a bonus stage where you'll attempt to bounce off several trampoline like platforms and cross great expanses of water. If you master the hang gliding event and land on a platform in the water, you'll again earn 100 points and find yourself in another bonus stage where you'll strap on wings and try to fly with them for as long as possible.



Parachute to a moving platform, then go for a dip in a bonus stage pool.



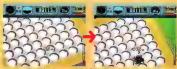
Pilot the Rocketbett to a moving platform and you'll find yourself bouncing for bonus points.



With an accurate hanglider landing, you'll be able to make like a bird across the water.

Rocketbelt Bounce

Normally, if you land on the ground in the middle of the Rocketbelt event, you'll be docked two points. Our agents have discovered though, that you can touch down on the white domes that are littered throughout the field and bounce back into the air without losing any points.



Bounce off the white domes on the airfield without hurting your chance for certification.



Extra Fighters Plus

Before you begin your mission through Metro City in this action-packed street fighter, you can make the going a little less tough by increasing the number of fighters in reserve and adjusting the difficulty levels. On the title screen, press and hold the L Button, then press the Start Button. The "Option Mode" screen will appear, listing several programming features. Press Up and Down on the Control Pad to highlight the options and press the X Button to change the settings. Lower difficulty settings will make the game easier and additional players adds to your fighters in reserve. The extend option adjusts 1-Up awards for points earned. If you want to sample the 19 pieces of music and 53 sound effects, you can activate them by pressing the R Button when they're selected.





Press and hold L, then press Start to call up a screen that is full of options.

CLASSIFIED INFORMATION



FROM AGENT #312 Kongmi Code Revised

In the original Gradius game for the NES and several other games from Konami, there is a particular code which rewards the player with special bonuses when it is keyed in at a certain point. Since Gradius III is now available for the Super NES, and since the Super NES controller includes more buttons than the NES controller, the Konami programmers have worked out a slight variation of their classic code. While you're piloting the Vic Viper through space, pause the game by pressing the Start Button. Then press Up and Down on the Control Pad and the L and R buttons in the top and

the Start Button. Then press Up and Down on the Control Pad and the Land R buttons on the top and B and A Buttons in the following sequence: Up, Up, Down, Down, L, R, L, R, B, A. When you resume play, your ship will be equipped with Missiles, a Force Field, Options and extra speed. You'll be able to activate this code once for every stage that you have been to. If you try the original Konami Code (Up, Up, Down, Down, Left, Right, Left, Right, B, A), your ship will self-destruct!





Pause the game, press Up, Up, Bown, Down, L, R, L, R, B and A, then resume. Your ship will be loaded with extras.

Random Weapons

If you can't decide which weapons to equip your ship with, you can command the computer to select your weapons randomly. On the individual Weapon Select

screen (also known as the Edit Mode), press the X and Y Buttons in the following sequence: X, Y, X, Y, X, Y. Each of the weapons will be automatically selected.



Press X, Y, X, Y, X and Y to have the computer select weapons for you.

Ships-A-Plenty

Our agents have uncovered a quick and easy code that multiplies your ships in reserve nearly ten fold. On the title screen, press and hold Left on the Control Pad and press the A Button three times. Then press the Start Button. When you begin racing through space, you'll have a reserve of 29 ships!





Press and hold Left, then press A three times and Start to begin with 29 ships in reserve.

Credit Increase

When you start the game, you have four Credits which allow you to play the game once, then continue three times. You can extend the number of Credits by pressing the X Button quickly and repeatedly while the title screen is showing. When the title screen disappears, though, the number of credits will go

back to four. Make sure that you press the Start Button to begin before this happens. Our agents have discovered that they can work up to about 7 Credits in the few seconds that the title screen appears.



Press the X Button quickly to add to your chances to continue.

Spread Your Options

You can make the R. Option, which surrounds your ship with four fiery shields, spread to cover a larger area with a simple move. Activate the R. Option and collect enough Power-Ups so that the option selection is highlighted. Then press and hold the A Button and the R. Option will grow!

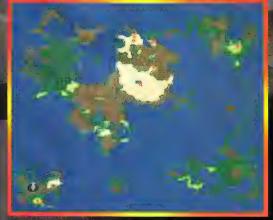




When the R. Option is activated and the option selection is highlighted, you can press the A Button to spread the shields.



Square Soft's Final Fantasy II for the Super NES sets a new standard of excellence for RPGs. The story, graphics, play and sound will keep fans tweterl.



WORLD MAP

- 1 BARON CASTLE
- 2 MISTY CAVE
- 3 VILLAGE OF MIST
- 4 KAIPO
- 5 WATERY PASS-SOUTH
- 6 DAMCYAN
- 7 ANTLION CAVE
- 8 MT. HOBS-EAST
- 9 FABUL CASTLE
- 10 MYSIDIA
- 11 MT. ORDEALS 12 SILVERA
- 13 EBLAN CASTLE
- 14 TOROIAN CASTLE
- 15 MAGNES CAVE
- 16 AGART
- 17 CAVE OF EBLANA

THE KING'S PAWN

Much of the tale unfolds in scenes in which onscreen characters talk to each other, fight, or stab each other in the back. The twisting plot begins with an elite Red Wing airship commander-youstealing magical crystals for the King of Baron.

FLIGHT OF THE RED WING

The opening scenes show Cecil, the Red Wing commander, stealing a Crystal from the town of Mysidia. Neither Cecil nor his crew know the purpose of the Crystal, just that the King gave his order. Through this

prologue to the game, the player learns about the airships. Crystals. battles and dialogue. In fact, throughout the game, new features are introduced by characters making FFII super player-friendly.



The Red Wing squadron is the key to Baron's power in the world of Final Fantasy IT.



Cecil takes the Crystal from the Elder, but soon he will doubt the wisdom of his act.



Although you only watch this battle, it gives you an idea of what is in store for Cecil.



ROAD TO MIST

The King of Baron strips Cecil of his command when Cecil questions the necessity of stealing Crystals. He is sent to deliver a

package to the town of Mist. accompanied by Kain-a Dragoon and supporter. Lately, monsters have been increasing along the road to Mist.



Baigan betrays Cecil when the Red Wing commander arrives at Baron.



thievery. Cecil asks the King why it is necessary.



Like tyrants everywhere, the King of Baron will not have his orders questioned.



At this point, Cecil switches to the player's control so you can explore.



in a tower of the castle. Cecll is awakened by Rosa, who will play a central role in the story

DRAGOON

When fighting with Kain, use the Jump Attack. The Dragoon leaps so high that he misses a round of fighting before delivering a kick



will help Cecil in his quest. But where do Kain's true lovalties lie-with Cecil or the King, or to some other power?



Kain's Jump Attack souds him off the sc

THE QUES

HE FIRES OF MIST

Through a foggy cave the two outcasts search for the correct path to Mist. A Mist Dragon blocks the route, but not for long.

THE MISTY CAVE

North of Baron is entrance to the Cave of Mist. Here you'll meet the first real taste of battle. If you reach Mist, a surprise awaits you!

A voice says "Go back," but you must go on.



Mist Dragon becomes a mist, do not attack it. Use the Parry command or refill your Hit Points.





Treasure Chests along the way provide much needed items



In the Town of Baron, learn

about game

options and

strategies.

THE FLAME UNLEASHED

Upon reaching Mist, the package that the King gave you suddenly opens, freeing a host of flame monsters who torch the town. There is only one survivor-tiny Rydia, who has lost her mother.



Cecil didn't know that he was carrying the flery seeds of destruction in the package.



Cecil and Kain discover Avilla after the attack Kain's orders are to destroy all Callers.



Rydia has no intention of joining the two men. She calls a Titan to her defense and a battle ensues.



Following the Titan's attack, Cecil finds that he is alone with an unconscious Rydia. Kain is gone.

CALLER

Rydia learned the magic of calling monsters from her mother, but in time she will learn many other potent spells. When Cecil finds her in Mist. Rydia has good cause to hate him.

STRENGTHS

The Call Attack summons strong creatures who will fight for This is her strongen

attack, but she also learns useful Black Magic spells



Early on, Rydia can use only the Call Attack and White Magic to aid in



Nysies adals more creatures to call later

ONE NIGHT IN KAIPO

Cecil carries Rydia to the town of Kaipo and takes her to the Inn. That night, a squad of Red Wings attack their old commander. Defeat them and Rydia will join you.



When the Red Wings Rydia sees that you're not attack, defeat the Solan evil menace if you save diers and the General will her from the Red Wings.

REAL-TIME BATTLES

Battles in FFII are more interesting than in previous RPGs. First, you must make snap decisions. The enemies don't wait for you to make up your mind. Second, you place your party members either in the front line or in a back-up position where they'll take less damage depending on their strengths.



STANDARD As soon as the enemies appear, size up the situation and form a battle plan.



The most agile party member has first choice of attack. Most often that will be Cecil.



While the first character is making his attack, you'll be choosing a response for the next character.



You won't have to spend extra time building up Experience Points or Gold because the game is so well paced.

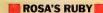


BACK ATTACK

The Change command lets you switch your front and rear lines in case of a Back Attack.



If the foes are too tough, or you're in a hurry, push the Left and Right Buttons simultaneously and run away.



Rosa returns when you're in Kaipo. but she is deathly ill. The only remedy is to bring her the Sand Ruby from the Antlion Cave.



Some people in Kaipo talk about a sick girl who wandered into town. Check out their story.



Rosa is in a house in Kaipo The old manknows how to save her. but it is very dangerous.

SAGE TELLAH

Studies in the

Black Magic, but he had t



Tellah is seeking his daughter, Anna. He will join you, but like most characters, his path crosses yours only for a short white.



THE BARD AND THE BEAST

From the Cave of the Watery Pass where Tellah joins the party, you'll move on to Damcyan, then to the Antlion's Cave.

THE WATERY PASS

Tellah is following after Anna, who ran off with a bard. but first he must get through the Watery Pass. His Lightning spells will work wonders against the aquatic creatures, including Octomamm at the end.



Meet Tellah inside the Watery Pass and be will join with Cecil and



Tellah instructs you about how to use a tent or save the game in special rooms.



Tellah's Lightning spells are particularly effective against water monsters.

lar attack.

THE RUINS OF DAMCYAN

OCTOMAMM

Octomamm's eight tentacles must be destroyed

by your party. Use Tellah's

Lightning spells, Rydia's

Chocobo and Cecil's regu-

Beyond the Watery Pass is the castle of Damcyan, but by the time you reach it, the place is a smoldering ruins. Here you'll find Anna and her lover.



really happened to make Anna run away.



When Anna dies. Edward is devastated but Rydia snaps him aut of it.



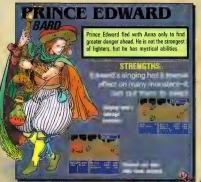
some of the guards can tell you what happened.



Edward has a hovercraft that the party can use to fly over shallow seas.



Aina and Prince Edward are on the highest floor,



HE CRYSTAL OF FABUL

Your party must venture from the depths of the Antlion Cave, across the wintery summit of Mt. Hobs to the Castle of Fabul.

IN THE CAVE OF THE ANTLION

Use the Hovercraft to cross the shallows and reach the Antlion Cave east of Damcvan, On the bottom level is the Sand Ruby and the Antlion.

You'll face many battles in the cave. Put Rydla and Edward in the rear for safety.



The Antiion's prize-the Sand Ruby-is the only hope for Rosa, Return with it to Kaipo.

THE ANTLION

The Antlion was once tame, but as Edward soon discovers, it now is a fear-

some enemy.



Rydia's Checobo and Edward's singing will help defeat the crea-



ROSA IS SAVED

Use the Hovercraft to return quickly to Kaipo, Give the Sand Ruby to Rosa and she'll recover. Now she can join the party and use her powerful spells of



The Sand Ruby performs a

White Magic.

The Aim command is Rosa's non-magic specialty. When she gives Aim to a fighting member of the party, the frequency of Character a

ROSA

Rosa is not only Cecil's sweetheart, she is an

accomplished White Mage. Her abilities to protect her comrades during battle make her

a valuable addition to the party, but she

will not stay with

them long.

THE WAY OF MAGIC

Magic is a key element of FFII. White Magic is defensive. Black Magic is offensive. Some of the spells are just for fun.

BLACK MAGIC

Not all Black Magic spells are effective against all creatures. For instance, use Fire spells against ice creatures and Ice spells against fire creatures.

WHITE MAGIC

White Magic is used to refil! lost HP and MP and to protect members of your party. Some spells will also limit the spells that enemies can cast on your party.



Lightning spells are best used when fighting es in water.



lise fire spells against creatures of ice and against undead monsters.



Creatures of fire have a weakness when it comes to Ice spells.



This whimsical spell turns friends or enemies into pigs who cannot fight.

Spells such as WALL are protective spells. They keep your party members safe from attack or enemy spells. WALL reflects magic so the effect



This powerful spell will restore HP and some MP. On use it if a character nee to have more than 200 HP restored. If less HP is needed, use CURE1.



The SLOW spell slows down time for an enemy, which means that they attack less frequently and are therefore easier targets for your fighting party members.



The EXIT spell will transport the entire party out of the depths of a dungeon, tower or tions. It won't work from interior rooms.

THE FATE OF FABUL

In an attempt to stop the spread of evil, Cecil and his party decide to move on to Fabul to protect the Crystal of Air, Their path leads over Mt. Hobs where they will meet Yang.



Vann is under attack on the summit of

RED WING RETURNS

Beyond Mt. Hobs the party reaches Fabul, Yang's home. There they tell the King that a mastermind named Golbez is plotting to take his Crystal.



The King of Fabul learns that Baron has been overthrown by Golbez, who now controls the Red Wings.



Suddenly, the Red Ving armada of airships attacks Fabul. Your party must try to defend the castle.

MOMBOMB

The Mom Bomb changes form from a small foe to a huge fiery creature to a ring of smaller beings. In spite of its fearsome appearances. the Mom Bomb is easy to destroy.



Bomb uses an explosive attack against the entire

The ring of enemies must destroyed, one by one.



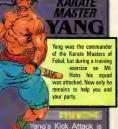


Even though you may win the battles against the invaders, you will face a slow retreat toward the Crystal Room.



The Maga and other enemies attack in the halls of Fabul. You'll have only three party members to command.





his most useful weap-

on. The Kick strikes all enemies at the same time. His regular attack is strengthened by the Hand Claw.



CALL MAGIC

Rydia's Call magic is a summoning spell to powerful beasts like the Chocobo and Titan. Once a creature is called, it will fight for your party.



Aydia wields the ower of awe-



THE FACE OF GOLBEZ

There is no denying the force of the Red Wings. In the end, Golbez appears, as does a traitor from earlier in the game. The Crystal is taken, and Rosa is held captive.



At last you meet the evil force of whom you have only heard rumors up until now. It will not be your last meeting.



Rosa is taken hostage



While returning to Baron, the party's luck

runs out when Leviatan attacks their ship.

Cucil: Guesa I'm alone.

The plot continues to twist as you wake up alone on a deserted ocean shore.



Palom is a master of Black Magic, but his real strength is the TWIN spell that he casts with his twin sister





The TWIN spell is always powerful. But twins must cast it

BLACK WIZARD PALOM WHITE WIZARD & POROM

The twin wizards are really just children, but in spite of their childish antics, they are valuable and loyal companions for your assault on Mt. Ordeals where you must now go.



Q

UEST OF THE PALADIN

To appease the Mysidians, you must face a great ordeal.

ALONE AGAIN

Following the attack by the sea serpent, Cecil finds hirnself washed ashore near the town of Mysidia. In town, the Elder assigns the twins to keep Cecil company on a quest to MX Ordeals.



The Mysidians

remember that Cecil stole their Crystal. By becoming a Paladin, you will prove your worth to the Elder.



MILON

Milon, the Fiend of the Earth, puts up a tough fight. Make sure that the twins stay healthy and cast their TWIN magic.



TELLAH RETURNS

High on Mt. Ordeals an old friend turns up when least expected. Tellah the Sage, who has been seeking Golbez on his own, now joins the team. You'll need him when you take on the undead monsters that Golbez has placed before you.



Cecil's sword does little damage to the undead. The twins and Tellah must do the fighting.



Tellah appears on Mt.

Ordeals and joins the party along with Palom

BACK TO BARON

A secret path leads from Mysidia to the Town of Baron. When Cecil returns as the Paladin, the Elder tells him of the road. After buying the Paladin armor, Cecil and his cohorts travel to Baron. There they find Yang and a cold reception.



The twins have a strong sense of duty and a desert you after the ordeal on the mountain.

Cecil and friends take the secret path back to Baron, where they hope to find Golbez



THE EARTH FIEND

is a powerful attack spell.

Meanwhile, back in Golbez's mysterious tower, Milon the Fiend of the Earth, is commanded to stop Cecil from becoming a Paladin. Milon brings an army of undead creatures with him, but he will certainly enter the fray himself. If you win, return to Mysidia.



In the Room of Mirrors, Cecil transforms.





Things are not well in Baron. The people speak of Cid, the chief engineer of the airships, having been thrown in jail.



Defeat Yang and he'll be his old self again. He'll give you a key to a nucrel passage.

THE SECRET PATH

The Old Waterway beneath the Castle of Baron is the only way to get inside for Cecil and his crew. Monsters attack constantly. Use the Saving Site at the end.



Bark channels lead between the pools in the Old Waterway.



Could Baigen really be your friend after betraying you

BAIGAN

Although Baigan wants to join your party, the twins smell a rat. He becomes a hideous monster and attacks



A FIEND OF WATER

Kainazzo uses a Wave Attack, then hides in his shell. Don't attack him when he's in the shell. Use that time to recover lost HP.



Cid is the master of the airships, and you'll need

to find him if you want an airship with which to

STRENGTHS unique skill

he can PEEP at enemie to determine their weal

nesses. He can also fight

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PAND AWAY

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Edward is sick in bed, but even in his weakene condition he may be able to be

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OLUME 30



Find the Black Chocobo so you can fly to Cave Magnes.

The Dark Elf loses advantage his when Edward plays the Twin Harp, because Cecil can now use his sword, which didn't work earlier in Cave Magnes.





Metal weapons are useless in the Bark Elf's hideout.

> the day even though he is far away.

Edward's music saves

TOWER OF TOROIAN.

The Dark Elf is hidden in the deepest chamber of Cave Magnes with the final Crystal, After defeating him, you'll journey back to Toroian then on to the Tower of Zot to meet Golbez.

THE HOSTAGE DEAL

The Tower of Zot has six floors. each one guarded by the armies of Golbez. Before you reach the evil mastermind, however, prepare to battle the three Magus Sisters and their devastating Delta Attack.



After returning the Crystal, explore Toroian Castle and collect the treasures in the basement.



Another airship appears as you are about to take off from Toroian. Kain is the captain.



The Tower of Zot is a hightech palace with winding corridors and dead ends



Freed from Golbez's spell. Kain will reloin Cecli's party.

LEGENDARY CONTROL

In FFII you can save four games, change names, and even customize screen colors. battle speed and message speed.



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THREE SISTERS

Concentrate attack on the large. middle Magus Sister and protect your party with WALL



VALVALIS' TORNADO

Getting out of the Tower of Zot is not going to be easy. First you must defeat Valvalis, Fiend of the Air, Her Tornado Attack is awesome, but now that Kain has rejoined the party, you can defeat it using Kain's jump.



Kain is the key to defeating Valvalls.

THE WELL OF AGART

Four Crystals are held by Golbez. but there are rumors of Dark Crystals hidden underground, A new quest begins below.







The airship vanishes

into the crater?

CHOCOBOS

Chocobos are remarkable birds. Some carry you through foefilled forests while others fly you to important destinations, Rydia can control Chocobos and use them for fighting. Other Chocobos refill magic or store items.



COMMENTS SHOW friendly and they are, which has led to the saying in the world of FFII that a Chocobo is a hero's best



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WHITE CHOCOBO

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BLACK CHOCOBO



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N THE LAND OF THE DWARVES

King Giott of the Dwarves welcomes you to his subterranean realm where Golbez has been wreaking havoc. Two of the Dark Crystals are safe, but the Red Wings are attacking.



Not all is well in the Dwarf Castle. The Dwarf Tanks are hard pressed by Q the Red Wings. King Giott has only two remaining Dark Crystals, and the dancing dolls called Calbrena will test your party's strength. Cid leaves to repair the Enterprise, further limiting your resources.



Talk to the Kinu of the Dwarves to learn about the locations of the remaining Bark Crystals.



there are many dolls, but they combine to form one monster cuale dolli



Golbez has infiltrated even here at the heart of the Dwarf Kingdom, Luckily, help comes from Rydia.

NINJA EDGE

STRENGTHS

Edge, the Prince of Eblana, is seeking revenge for the destruction of as home as is well equipped with the special Throw Attack that you should us against Rubicant and



ONE CRYSTAL TO SAVE

Your task now is to save the last remaining Dark Crystal before it falls into the hands of Golbez. You'il hear about the secret of the Tower of Bab-il and go to see if it is true. It won't be easy breaking into the tower, but your Dwarf friends can help you by using their Tanks.



The Dwarves will draw attention from your party with the Battle Tank so you can enter the Tower of Bab-II without being blasted by the Super Cannon.

Inside the Tower you'll have to climb ever apwards. There are eight floors of strong monsters.





A new airship awaits your party if you survive the Tower of Bab-il.



RUBICANT AWAITS

Northeast of the Dwarf Castle is a sealed cave where the final Crystal is hidden. You will meet a new ally-a great ninia named Edgeand a new foe. Rubicant, the fourth fiend in Golbez's service.



A new member to the party is added, but will be be enough to counter the strength of Bublcant?

Bubicant is the last of the four fiends. but he isn't the final foe by far.





What Hes ahead for Cecil and his cohorts? More excitement, for sure, and surprises, is Kain really himself? Are there Mysidians on the Moon? Only you can answer these



The Castle of Fhlana in the world above has been decimated by the Red Wings. Edge. the Prince of that land and a trained ninja warrior, will join you in the underground to fight Golbez

As you can see, the world of Final Fantasy II is vast and over-changing The party you use in your quest changes rapidly, requiring new tactics: and strategies in battle. There are mysteries, legends, acts of bravery and betrayal, action from the earth to the moon-everything you would expect from a great advanture movie. The difference here is that you direct the



COUNSELURS CORNER



SUPER MARIO WORLD

HOW DO I GET ACROSS BUTTER BRIDGE 1?

hat makes Butter Bridge 1 so difficult are the piston lifts, wide distances between lifts, and automatic scrolling. When you jump on a piston lift, Mario's weight forces it down, which means you have to keep jumping up and down in order to keep the lifts up. Bring Yoshi along so you can save yourself by jumping off his back by pushing the A Button if

you miss a jump. On the first set of piston lifts, bounce on the far right hand edge. Make your jump when the lift is about in the middle of the screen. Stomp the Paratroopa between the second set of lifts to reach the beam. The distance between the third set of lifts and the log platform is the greatest, but you can leap to the back of the Paratroopa for a step up. Once you reach the tallest lift, the scroll

starts moving down. Stand on the lift and let it sink until you can see the lower lifts. When the scroll starts moving upward, make your way through the spinning blocks to the top row. The final hop, from the log platform to solid ground, crosses the path of Paratroopas. Jump to the back of a Paratroopa and from there a second jump will carry you to the ground.



The Butter Brid<mark>ge to Ludwig's Castle is one of the toughest in the game. Bring Yoshi and make sure Mario has a Cape. Take the Cheese Bridge for an easier route,</mark>



Mario and Yoshi are ready to make the leap to the third piston lift. Their take-off position is critical. Yoshi is as far to the right of the lift as he can bo.



The Paratroopas can be a big help in this area. When the distance between lifts and platforms is too great, jump to the back of a Paratroopa, then to your goal.



Throw the switch in the Red Switch Palace to make this row of blocks solid, but if the red blocks are hollow, bounce off the backs of the parade of Paratroopas.



This lift is so high above its neighbors that if you jump early, you'll have nothing on which to land, Let Mario's weight carry him down close to the lower lift.



The final jump is another difficult one. The Paratroopas are in a good position to lend a hand, or a back. Jump onto a Paratroopa then hop off onto solid ground.

PER MARIO WORLD

HOW DO I GET THROUGH SODA LAKE?

nderwater worlds can be the toughest because they require new strategies and controller techniques. Filled with

Torpedo Teds, Soda Lake is a real bruiser. To stay clear of enemies. Mario should swim along the edges of the screen-top or bottom-even if you can't see all of him. Near the end of the lake is a reef Mario can swim beneath to avoid the Torpedo Teds.



By swimming half off the screen, Mario is safe, either at the top or bottom of the lake. When you meet obstacles, switch to the opposite side of the screen.



Here Mario is forced into the middle of the lake. Wait for the Cheep Cheeps to pass, then drop down and swim to the right and up before passing under the reef.

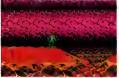


Three Torpedo Ted launchers are stacked against you near the end. Swim below the reef to avoid them. Although Mario is invisible, the screen keeps scrolling.

HOW CAN A TOAD LEAP AND LIVE IN THE TURBO TUNNEL?

own here the heat is on high and one bad hop will cook a Toad faster than you can say Battletoast. The problem a lot of Toads have is jumping from the wrong spot and winding up in the soup. Appearances can be deceptive. You have to be right

down next to the lava if you want to reach the next island, If you jump from the top of the island. vou won't make it.



This might look like a good jumping off point, but it Isn't. Toads just can't go the distance here.



Although it doesn't look like much of a ledge, hop down near the lava. Now you can make the jump.



The shortest distance is to jump from the low ledge of one island to the low ledge of the next,

GAME COUNSELOR PROFILES

Jeff Sakamoto

Became Game Counselor: May 1990 Hobbies. Volleyball Highest Score: 19th level of Tetris



Michael Vetsch

Became Game Counselor: May 1990 Hobbies: Golf, Music, Video Games Best Accomplishment: Finished Castlevania with no continues Favorite NES Game: Wizardry



Jon Whisler

Became Game Counselor June 1990 Hobbies, Theater, Snowboarding, Diving Best Accomplishment: First Counselor to finish Populous Favorite NES Game: The Simpsons



Robert Johnson

Secame Game Counselor: July 1990 Hobbies: Water Sking, AD&D, Snakes Best Accomplishment: Finished Solstice in 15 minutes Favorite NES Game Wizardry

HE LEGEND OF ZELDA

DEFEAT GANO

ink's final task is to defeat Ganon in his Death Mountain lair. Two weapons are required for the coup de grace-the Magic Sword and the Silver Arrow. The Red Ring, also found in this level, is useful as it boosts your defensive power. Take the secret passages to Ganon's chamber. which is the room directly below the left blank spot on your game screen map. Hit Ganon three times with the sword to make him remain visible, then shoot him with the Silver Arrow.

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LEVEL NINE- DEATH MOUNTAIN Understanding how rooms are connected by the secret passages of Death Mountain is the key to finding the Silver Arrow and Ganon, Remember to bomb walls and gush stones everywhere to find hidden entrances and rooms. When you look at the game screen map, notice the two blank areas. They are in fact rooms.



Go to the blank space on the right side of the map. It is actually a hidden room. Here Link finds the Silver Arrow.



Take secret passage F and enter Ganon's room. Make sure your hearts are filled and you have the Magic Sword selected.



Hit Sanon three times with the Magic Sword. It won't be easy. Ganon appears and disappears randomly around the room.



Finish Ganon off by using the Silver Arrow. He melts and leaves behind the Triforce of Power, which he had stolen.



Pass through the upper door to find Zelda. The fire that separates you can be extinguished by using the Magic Sword.

fter collecting the eight the building where you were taken

cards, your mission is to knock out the Super Computer. To get Dr. Pettrovich's help you must rescue Ellen. She is in



Inside, punch walls to find the hidden cell where Ellen is being held captive. Once she is free, Dr. Pettrovich will help you blow up the Super Computer.

nowing how to pass through the Maze Zones is essential. Take the Lower Maze Zone to find the building where Ellen is held using the route: left, left, upper left, and left. Reach the Doc through the Upper Maze Zone as follows: lower left, lower left, up, and lower left.

earlier in the game. Punch walls inside to find her Now visit the Doctor. He is in the room to the left of where you got the Flashlight. He



Dr. Pettrovich is so happy that Ellen is safe that he gives you the information you need. It will take 16 plastic explosive charges to blow the computer.



Take the Lower Maze Zone to find Ellen. The pattern is: left, left, upper left, and left, You'll reach the building where you were taken earlier in the game.

THE SUPER COMPUTERS tells you that you'll need 16 plastic

HOW DO I DESTROY

explosives to destroy the Super Computer, Only after he tells you this about the Super Computer, can you actually blow it up.



Only if Pettrovich actually told you how to blow up the Super Computer will the 16 charges do their job. If you saw him, it's time to melt some microchips!



The Upper Maze Zone leads to the building where Dr. Pettrovich is waiting. The correct route through the maze is: lower left, lower-left, up, and lower left.

INY OF AN EMPEROR

HOW DO I DEFEAT

et Zhu Ge Liang by Level 17 to build up his Tactic Points. Save the game before point increases. If the increase is low, try again. Enter the final battle

Zhu Ge Lians TALK ZHEO Yen. CHECK ► FORMATYON Zhanz Basi CENERAL Guarn Xinte ITEM Huant Zwent ▶*Jians Wei Jians Wel is the sotuse

HALL A A A A A A A A A A A A A A A When Zhu Ge Liang is at the head of your line up, make Jiang Wei the tactician, because he can use both Ji Mian and An Sha.

with extra Power Pills and over 100 Tactic Points, Zhu Ge Liang heads the party with Jiang Wei as the tactician. First, use the Ji Mian spell. Next, use An Sha, except not



Your first move should be to use the Ji Mian spell, making it unlikely that the enemy will cut off the heads of your generals.

on Si Ma Yi. The Power Pills boost your hitting strength versus Si Ma Yi. With luck, you'll defeat him with Wan Fu before he restores his forces



Si Ma Yı is tough, but he can be beaten. Mass Tactic Points and Power Pills prove the winning combination for Zhu Ge Liano.

HOW DOES BART GET PAST

tuck in a museum with a bunch of statues carved by dead Egyptian Don't have a cow, Have Bart jump onto the ledge of one of the statues and jump up and hit its head. An ankh symbol appears. Grab six of them then jump to the column that has risen from the floor to ride out the earthquake.

fter dodging a hail of stones back in the museum hall with the statues, you can move on. When you



If Bart jumps from here, he'll wind up in the tar.

When you reach what seems like a dead end jump

onto one of the statue ledges then hit the head.

do, chances are you'll jump into the tar pit and lose a Bart. The trick here is to jump from the upper ledge, even though it looks like



Jump from the upper ledge to the skeletons.



Collect six ankh symbols from the statues and stand on the column during the earthquake that follows

part of the background and not something you can stand on. The first jump is the critical one. After that, just keep hopping.



The first jump is the most difficult one.





CAREER CRIMINALS ON THE LAM!

Konami brings famous villain Carmen Sandiego and her 15 V.I.L.E. henchmen to the NES in a special new package that includes a vital weapon: The New American Desk Encyclopedia. In a time machine, Carmen and cohorts are cruising through history causing trouble. Use the encyclopedia to track her down.

| | DATA BOX |
|-----------------|---------------|
| WHERE IN CARM | EN SANDIEGO? |
| KONAMI | |
| MEMORY | 1 x 2 MMC3 |
| POWE | R METER |
| Graphics & Sour | nd 2.9 |
| Play Control | 2.7 |
| Challenge & Exc | itement 3.3 |
| Theme & Fun | 3.6 |

Your Assignment: Crack the Case

When Time Patrollers report a crime, the Chief calls on you to solve the case. You'll be authorized to use the amazing Acme Chronoskimmer to travel through time.









Begin Your Mission

Carmen's clever crew stole a time machine and is skipping around in time. stirring up trouble. Drat! Now one of the sticky-fingered felons has flown back to the year 1044 A.D. to steal the Kaifeng Pagoda from China, You have a mere 35 hours to track the thief down and return the Pagoda to the people of China. Before you leave, though, take a look at the dossiers of the Sandiego mob.



and place of the crime. Now it's your job to travel back in time to catch the crook.



You've been granted the use of the Chronoskimmer, but for only 35 hours. If you can't crack it, the case will go unsolved.

DOSSIERS

Savvy sleuths learn what they can about the criminal mind. Over the years, time patrollers have collected tidbits of information about the crooks thevve encountered. Get the M.O. of Carmen's V.I.L.E. bunch. by studying their dossiers. Knowing what makes them tick can lead to a speedy arrest.

JUSTIN

CASE

CARMEN SANDIEGO

"AUNTIE" BELLUM



LEE & BILL

DING

She's no idiot. Carmen is the brains behind this bad bunch.



This southern belle is as charming-and devious-as ERNEST

ENDEAVOR

EARL E. BIRD



He gets the worm and

anything else that's not



Justin takes whatever he thinks might come in handy someday. RUSS T.



MOLLY

CODDLE

She may look like a nice nanny, but Molly has a mean streak. NOSMO



These sour-faced siblings share the blame for lots RUDY



The only thing he's earnest about is committing crooked acts. KARI

MEBACK





HINGE

Handyman indeed! His main project is making off with the goods.



This health-conscious crook is a man of many mood rings.



LEPAY

Lepay is a loud mouthed lout who often leaves with the loot.



Cat burglar Karı carts off whatever valuables she can carry.

baloney. Don't trust her! MINNIE SERIES

This dell owner is full of

SYBIL SERVANT



When the script calls for



Silent Sybil invents ingenious plans for heinous heists.

GENE YUSS



that will help you identify the person who perpetrated the crime. Be sure to record the tips in your evidence file. When you've collected enough information, you can compute, or compare, the file to the dossiers and pick the thief out of the lineup.





She likes to share others things-without their permission.



Would you buy dehydrated water from this shifty character?



The witness has more to tell you. He noticed that she had hazel colored eyes. Who might that be?



Compute the information. When you PINTE TOE

Which mobster are you pursuing? And where are you headed? You won't know until you talk to witnesses and informants. If you're observant, you'll get the hints and follow the right track. Take notes! Your trail starts at the scene of the crime, China, in 1044 A.D.



First, find out what's happening in China during the 11th century. Note any significant events.





about the thief According to the witness, he likes "The Jungle Book." Wasn't it written by

Rudyard

Talk to a

witness or

informant

to see if

either of

remembers

anything

them

Evidence Update

The witness also drops a hint about Thomas Jefferson, so go to the U.S. next. When you Search you use valuable time, so don't ask any more questions! Update your evidence file and compute the data as soon as you have enough info to issue a warrant for the crook.



If you catch thieves before issuing warrants for their arrests . . .



you have to let them go free. Follow proper procedure.

Turn the clock forward to Jefferson's time period, then head for the U.S. and the year 1778. Find out what notable

events are taking place. then Search for more information.





You're already down to 28 hours, and you haven't issued a warrant yet! Use your time



HE HAS PALE CONTINUE

Mondelan ... isn't he a Dutch artist from the early 20th century?

Let's an to

Holland

witness also recalls that the thief had gray eyes. It's time to undate the evidence

Evidence Update

So far you've found out that the thief is a gray-eved male who likes a book by Rudyard Kipling. Sometimes the computer can identify the criminal with three pieces of information, other times it can't.



Take a risk and wait for another place of information Hop into the Chronoskimmer and travel to 20th century Holland.

You will arrive in Holland with 25 hours remaining. During the 20th Century, Holland is a constitutional monarchy. A witness here

will drop some important hints. Don't



A gardener says that the thief is exploring with Henry Hudson. It's back to the U.S. for you!



SEX: MALE HOIR! BED EYES: GREY ARTIST: RUDYARD

COMPUTE

The evidence file is nearly complete You have enough information for a

warrant.

tip! The culprit has

auburn

hair. That

positive

identification

should help

vou make a

Evidence Update

The evidence points to that terrible twosome. Lee and Bill Ding. A warrant is issued, the Capture Robot activated. You're ready to make an arrest.



in the early 17th Century, Henry Hudson discovered the river and bay named for him. The Ding Bros. really had nothing to do with it, but they wanted to go along for the ride.



Talk about a time warp! You're back in the U.S., but it's more than a hundred years earlier than it was the last time you were here.

When you talk to the witness. it whittles your time to 18 hours. He tells you that the Dings are likely to be on their way to see the Goddess of Pulque. Where does she live?



Centuries ago, the Aztec empire flourished in central Mexico, which seems to be your next destination. This witness has even more to tell.



You already have a warrant so you really don't need any more evidence, but it's interesting to know that they like paintings of hallet dancers.

You've arrived in ancient Mexico at the pyramids of Aztec gods. What kind of trouble can Lee and

Bill be up to here? The trail seems to be hot here. They can't be far ahead.



Your first Search reveals that they are, indeed, here! They are apparently hiding, though, so you'll have to Search more

thoroughly uncover the time twotripping some.



investigation pays off! You're right on target.

Corner the Creeps

Because you've followed the right trail. you're about to bust the bad guys. And you even have time to spare! That will impress the Chief and other time patrollers.



The Capture Robot activates automatically and ones in on the Dings. White holding them in its powerful beam, the Capture Robot runs an I.D. check. just to verify that you've picked up the right pair.



You have indeed tracked down a dangerous due. The Capture Robot then checks to make certain that you have filed all of the necessary paperwork. It's a good thing that you took the time to obtain a warrant.



Congratulations! You've cracked a tough case. These two are as crooked as the day is long—and days can last for centuries when you're time traveling! They'll be behind bars for who knows how long.

The Wrong Turn

If you hadn't been so clever, the case might have gone unsolved. Going to the wrong place, for example, is costly.



Vhen you're on the right track, you'll detect a V.I.L.E. Henchman.



When you're on a cold trail, though, the people you meet won't know a thing

Time's Up!

If you can't collar the criminal in the allotted time, the case goes unsolved and the thief goes free.



Uh oh, the Chief is calling, Bad news-time's up!



Because you blow it, the thief gets off scot-free.

A MISSION INTO REALITY

the same time to be the same of the same

UAC has the right stuff

| GAME PAK · DATA BOX ULTIMATE AIR COMBAT ACTIVISION | | | | | | |
|--|-----|--|--|--|--|--|
| MEMORY MM3 | M | | | | | |
| COMES VISITER . | | | | | | |
| Graphics & Sound | 3.7 | | | | | |
| Play Control | 3.0 | | | | | |
| Challenge & Excitement | 3.0 | | | | | |
| Theme & Fun | 3.4 | | | | | |
| | | | | | | |













Destroy a target then move on.



You'll have four major targets during each mission, ranging from bridges to barges.











Consumer to the first part of the spine of t

FA-18 HORNET



AV-8 HARRIER





.E. U. S. G. ZZ.V.J.S.L.

Extra fuel allows for longer doublights.

PALCO SALAE

This Air-to-Ship missite tears through steel haite

LTERADOR

The Rockeye works well against large ground targets

SPARROW An Air-to-Air missile requiring a long radar track

FRICANDINA The heat-seeking Sidewinder has a limited range.

P UEL TEALANTE

Leave the extra fuel tank and load extra missiles.

TENTET YANG

Small Impact cluster bombs for precision strikes.

SALGILES ALS:

The British Sea Eagle is a powerful shipkiller.

als Ralal M

This Air-to-Air missile tracks great for close combat.

SCOR-RECENTLY Three Sidewinders can be loaded on each point rack.

JEUL

You never know how long an engagement will last.

ALS-3-10

A modified Soviet Air-to-Ground missile

PEIOENIC

Perhaps the best Air-to-Air missile available.

SPALERONY Ace pilots may paloy the challenge of this

missile.

SICOIR-MADA DEEL

The Sidewinder is standard equipment in

SERALLI

BSPCBBLE LASCRANGE SHAFT LAND

Take-offs and landings are automatic.

The Auto Arm feature automatically chooses the appropriate weapons for a mission. If you don't have a favorite missile, this is the quick and easy choice, but it may not be as effective.



Auto Arm always includes a Fuel Tank,

ment panel and to be able to size up your situation in a glance. The panel layout of instruments.



a idiot lights tell you when same an-board stem has been damaged. The warnings are for Altimeter, Missiles, BRN (fire), Fuel,

na Damage Display also doubles as an Inforation Display when you pause the game.

JEL GAUGE

Radar and Stall.

he more green shown, the more fuel you



immo & Chafi Tells Ammo and radar-jamming Chaff amount

Speed is critical in climbs. Don't stall out.

This gauge also shows an artificial horizon.

Your view always faces UP on the radar screen

A Regional Water the Feedback State of The missiles are much more effective than guns. Get the booevs off your tail







Sometimes Power-Up items appear after destroying an enemy target. If you want

lect the items. On the other hand, a little extra fuel or



If bogeys lock onto your tail, the best tactic is to pull through 180 degrees vertical and swoop in behind them. Be prepared to get missile lock as you come around.





some other structure or ship. Then the view







COMMENCE BOMBING RUN

THE PERSON NAMED IN COLUMN 2 IS NOT THE OWNER.

The inset gauge on the screen shows all the essential informabombing run. The arrow points at

Gauge indicates



tions. Extra fuel, bombs or in-flight



AND REAL PROPERTY AND REAL PRO bunkers, oil tanks and other mili tary targets for extra points



MORE MISSIONS

ral has four more lined up. This time the fighting is

Top military laboratories in the will be available for certain planes





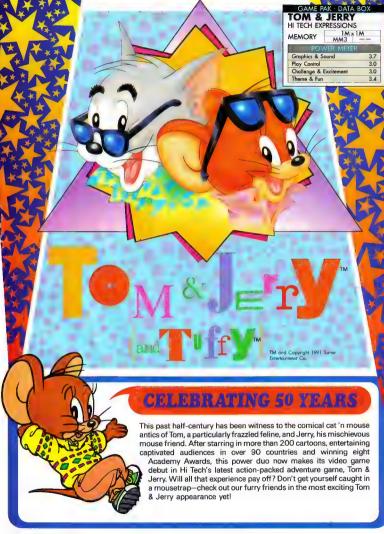
The Harrier gets added racks so more ordinance can be loaded on to b

are more targets to hit on the ground, plus tougher anti-aircraft





You have only three lets. Make 'em last



CHARACTER INFO

So, you may ask yourself, what are our fun-loving pals really like? Read on for the whole scoop on our cast.

Tom is your ordinary gray and white house cat, and a proud one at that I He can be frequently found napping on the job and therefore regularly becomes a prime target for Jerry's practical jokes. When awake.

though, this cool cat is always on the lookout for surprise mouse attacks—he will even come up with an occasional scheme to try to get even with Jerry. Though his efforts to outsmart Jerry are usually fruitless, it doesn't stop him from trying again!

COTERN

This pint-sized wonder has definitely proven that being small doesn't have to be all that badl With quick little feet, big radar ears and sharp mind, Jerry can get himself out of almost any predicament. He can then sit back and snicker as Tom gets into a heap of trouble himself. With those cute little eyes and blushing cheeks, not even hardhearted Tom can stay mad at Jerry for long.



An adorable little bundle of energy, clad in an overpadded diaper and armed with enthusiasm, Jerry's little nephew Tuffy is the perfect partner in play and student in cat harassment. While learning all the tricks from Uncle Jerry, the young lad even pulls a few of his own out of his hat! What does this dynamic duo spell? Double the fun for Jerry and Tuffy, but double the trouble for a frustrated Tom!











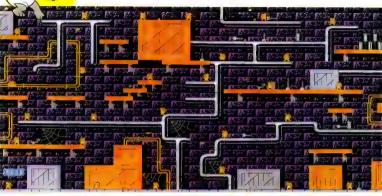
SO WHAT'S THE PROBLEMO?

Tom is at it again with yet another fur-brained plot! He has mousenapped Jerry's nephew. Tuffy, and locked him in a trunk in the attic. As Jerry, you have to make your way up from the basement through five levels, each a different room in the house, to rescue the little guy who

admires you so much. Along the way, you'l come up against obstacles like pesk, Roaches, slimy Snails, an army of Ants and, of course, Tom himself! You can do it, though Remember, Tuffy is counting on you!



You're all ready to rescue Tuffy from up in the attic, but Tom's made this one tough on you by making you start down in the Basement. You know everybody has to start somewhere, but it's too dark down here! All those creepy-crawlies don't make things any better, either, so grab a few pieces of strategically placed Cheese along the way to make your journey a little more pleasant. You've got no time to lose as you make your way up through the tangled mess of pipes and crates. Don't get lost! This is only the beginning.



STAGE ONE

Stage One is easy to get lost in. Don't forget to keep your mousy wits about you as you make your way to the exit in the upper right corner! Try jumping on different objects-some will prove to have helpful hidden footholds you may not have noticed before. Using the crates to stand on and climbing up the pipes is a good way to reach high spots. Watch out for those Bees, though, because they will make a beeline right for you. Although they won't hurt you, they can cause Jerry to have a nasty spill. Also beware of the blasts of steam that frequently pop out of open pipes. Keep an eye out for new items!









hidden in each stage to earn extra points.

STABE

To make it through Stage Two and up into the Kitchen, Jerry has his route planned out through the drain pipe, which conveniently enough, makes a perfectly mouse-sized tunnel! You will have to share the pipes with an occasional rush of water, so don't get swept away. There are lots of pieces of Cheese to be found, as well as a healthy supply of Invincibility Ink to help you get past the many Snails and Lobsters. Helpful hints to remember: While Snails and still Still Lobsters cannot be destroyed, you can put them to sleep with a few hits from your Marbles. Moving Lobsters can be destroyed with two hits.

STAGE ONE WEAPONS

It seems Tom has lost a few over the years, but witty Jerry has an endless supply of Marbles at his disposal. Give them a try and see where they are most



effective. There are some other handy items to be found in World One, like the Hammer and the Frying Pan. With these special weapons, you can defeat some enemies with only one hitl



Use the Hammer on tough enemies





be destroyed. Just put it to sleep for a



To get up high, float in a bubble



Don't let an unexpected Water Blob catch you off guard!

STAGE THREE

Look who's waiting for you at the end of World One! About five good hits on the head with your Marbles should keep Tom out of the way.



Jump up and shoot a Marble at Tom's



Oon't take a dip-Jerry







Relieved to be out of that dark Basement, eh? Jerry's next stop on the way up is in the kitchen. Yurn! There is sure to be plenty of Cheese here for a Tum certain hardworking and hungry mouse named Jerry! Unfortunately. those pesky Roaches and a whole army of Ants had the same thing in mind. Maybe there will be enough snacks to go around for everyone. We hope so, because Jerry needs his strength to make all the tricky jumps in this level



STAGE ONE

When you're a little mouse, everything in the big humansized world can be so overwhelming! Carefully make your way through the cupboards, drawers and shelves. Make use of all the items in the kitchen. Jump on pan handles, or grab a Meat Cleaver for some spice.



STAGE THIO

Stage Two sends you sneaking behind the walls. This must be where all those Ants have been camping out! Head to the upper left area and use your Bubble Gum to find your way out of the woodwork.



STAGE THRE

Not again! Tom has come back to greet you at the end of Stage Two, but he seems to have fallen asleep. Maybe you can get these Bees to help wake him up. The trick is to get each Bee to sting poor Tom on the head. With practice, you'll surely put a "sting" in his step!



Stand on the middle platform and toss a marble at the Hive.

OUTD LHBEE STAGE ONE

You're getting close-don't give up now! It is very windy up on the Roof, so watch out for leaves and other flying debris. They will push you right off the edge! You also will find a whole herd of acorn-throwing

Hopping Chipmunks up here, too, Most every obstacle can be taken care of with your Marbles.

STAGE TUD

Where there's a Chimney there's fire! Marbles won't be of much help to Jerry in this hot box, but a Cup O' Water might help put the flames out. Watch out for those floating



A bouncy Sponge helps out.

ut the fire out with

a Cup O' Water.



STAB

Our fiery fel

fallen asleen

he ever give

who's boss

him with Ma

about 25 hi

practice.



Two hits will take care of 'em!



ORLO FOUR stage nor

It is nice to be back indoors in a comfy living room, Just where a nice house mouse should be! Stage One is filled with Bouncing Balls ready to bump Jerry off without hesitation. Watch the pattern and avoid them or take them out with a couple of marbles.

Be sure to pick up the Drill in Stage Experiment to see

Two. which walls you can drill through.

STAGE TUID



The Drill can be used on

certain walls



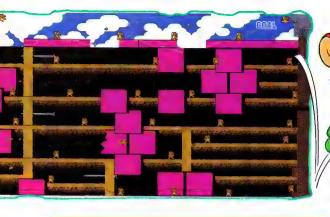
Watch the electricity or you'll get a nasty shock.

STAGE THREE

Back again? This time Tom is tossing Firecrackers at our hero. Jump to the upper left platform, then back to the right after the Firecrackers pass. Watch the pattern. When Tom's head appears, let him have it with the Marbles then get back to the upper left. Be quick!









STAGE ONE

Jerry has made it to the last stage and there's no time for a pit stop we're almost to Tuffyl Those nasty Roaches and Chomping Dentures are back in full force, but you know how to take care of them. If you think you are stuck, just look for a dangling electric cord to grab onto or a bottle top to leap on.

STAGETWO

This must be the Attic—it is full of Ghosts! Avoid the cobwebs and nails, and use the Mothball sparingly, as you'll need it for the final confrontation.



Get the Key to save Tuffy!



Mothballs are better

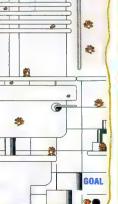
STAGE THREE

No more Mr. Nice Mouse! It's time to stop playing games—at least until Jerry can devise a scheme to get Tom back, that is. Dodge the Rockets and toss

those Marbles at Tom's head, and you'll soon have your number one helper back.



Watch the pattern and keep those Marbles coming!





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HAVE A NICE DA

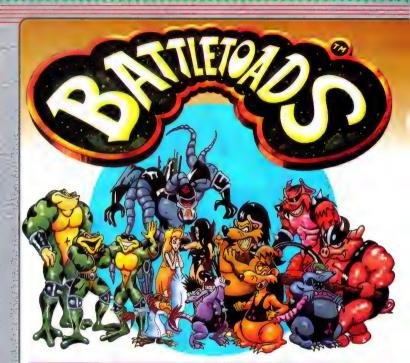
COMING SOON TO A GAME BOY NEAR YOU

Produced By Bullet Proof Software



SPECIAL FEATURE SPECIAL FEATURE BOYLE SPECIAL FEATURE SPECIAL FEATURE





The Dark Queen Hatches A New Scheme!

tricks again and those fabulous fightin' frogs, the Battletoads, are in for another round of slime smashin' action against her

To your battle stations Toadsters! fiendish forces! Zitz goes it alone clutches of the gueen in this all The Dark Queen is up to her evil through nine treacherous stages new sequel to the Toads' NES to track down Her Wicked mega-hit, He'll soar, slide, swing Majesty's ship, the Gargantua, and save his crazy compadres.

and slam his way through Armagedda and soon go against the Rash and Pimple, from the rockin' Robo-Manus!



Time to get mad, bad and crazy Zitzl Rash and me are in deep slime inside the Dark Queen's ship.

Hold onto your warts, Pimple, I'm comin'! But first. I've gotta fight through about a zillion muck suckers



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The battle begins much like the Toads' first adventure, this time, though, there's only one frog up against an army of Psycho Pigs and Groggs. Their leader, General Slaughter, is waiting in the wings!

Sock The Swine!

Bop the first Psycho Pig with a couple of well-placed boots, then grab his axe and take on the others.







Hit 'Em Low

Rat-Zaps fire off two shots when they're hovering high. Then they dip down to the ground. That'll be your cue to bust 'em upl



Club The Clubba

After the Clubba takes three quick swipes and two slow ones, move in and knock it out with two swings of the axe.







Clubba Breaks Out

A Clubba starts swingin' as soon as you round the corner.



GENERAL SLAUGHTER ATTACKS!

Big. bad General Slaughter is fast and powerful. If you've still got the axe, hit him and run. If you don't, move in close and come at him with a Kiss-My-Fist flurry. You should be able to keep the General in the air and out of your face.







enenenenenenenen



Take to the sky, Toadl The Dark Queen's flying rodent air force is on the way. You've got to hop on a Turbo Wing and head 'em off! Once you blast through the small rats, you'll go up against the big cheese!

Flapper Force

Your first airborne adversaries are frenzied Flappers. There are tons of these speedy bat-like beasts. Stay on the left side of the screen, fire rapidly and move up and down to clear a path through the Flapper wave. Since the Flappers fly in a straight line, it should be easy to zig zag through the group and move on to the next challenge with very little damage to your Turbo Wing.





Auto Guardian Alert

An Auto Guardian flies in as soon as you blast the Flappers. It's only vulnerable to your shots when it's sending out its own blasts. Hold down the B Button to Power-Up your cannon, then fire away!



Walls Rush In

Spiked walls fly into the area with super speed. Watch them as they approach and steer your Turbo Wing through the holes.







Another Auto Guardian

Take out this mechanoid the same way that you took out the last one.

Bat-Rat Attack

The mutant mice with wings that fly in for the fifth air wave are quick and crafty. Blast 'em with rapid shots before they swoop down and smack you.



ROCK THE RODENT ROCKET

The Rodent Rocket is built to last! As soon as you take out its four smoke-sputtering guns, it?!! streamline into a mighty Toad-blasting machine. Stay out of the way as it fires off four shots, then move in quickly and aim for the big gun.









You're on webbed-foot in this sinister stage. The Darkling is an evil creature with a legion of loyal Giblets and Krunchas. Fight them off but, watch your step. It's a long way down and from early fiv.



Don't Get Burned, Zitz!

When you pound the Giblets then give 'em a Big Bad Boot, you'll leap into the air and move forward several steps. Watch out If you go too far, you'll fly into a fire or fall off the edge. The best way to clear the area of these rodents is to let them come to you as you're.

standing away from all other dangers, then let 'em have it!



Wait 'Em Out

There are Giblets crawling all over these small islands in the air. Wait for a while before you jump and some of them will fall.





Swing, Toad! Swing!

Take a tip from Tarzan and swing across the wide gaps in this area by grabbing onto the ropes and letting go when you get to the other side. The last ones move very quickly. Jump as they come at you.



Crush The Krunchas

These critters look tough but, beating them will be a cinch. Pummel 'em with a Jawbuster and move on to the greater challenges at the end of the stage.







DESTROY THE DARKLING

The winged Darkling flies near the top of the screen and occasionally drops down with a jarring thud. Jump up and hit it in the air, then immediately move in the other direction before it bites back. Good luck, Toad. You'll need it!











After a quick hop through the swampy area of the river, you're gonna take a ride on the jammin' Jet Ski all the way to wild and wicked Wurm. Stay out of danger or you'll sink!



Saturn Toadtraps crawl all over this area, Knock em out of the picture with a quick Anvil Slam.



Hop Onto The Rocks

There are rocks that ! move up and down in the water, Jump in their direction as soon as you see the water ripple.



Burn Water, Battletoad!

Dodge The Log Jam!

The Jet Ski starts to speed through the river as soon as you hop on. Stay on the left side of the screen and move up and down to avoid the Logs that drift by.





Watch For Whirlpools!

Turning torrents flow up and down along the width of the river. Speed by when they're on the other side or jump over 'em.



of the river. Then go for Itl

Tentacle Terror

Octopus Tentacles pop out of the water all over the third leg of the river. Weave to avoid them.

The two-rodent Rat Dinghies move up and down very quickly. Slow down as you approach them.



MASH THE MIGHTY

The river stage ends with a wild Wurm showdown. Use the Jet Ski Swing to slap this awesome river monster and you'll knock it out of commission. Once the body is gone, the head floats freely in the air. Keep swinging and you'll send it sailing.







The Dark Queen has set up a complicated series of traps on Armagedda. One of her trickiest snares is this underground maze. Wind through the maze with web-feet flying and don't get flattened by the Brain Damage boulder that is fol-

lowing you. It'll take a lot of practice to master!

Keep Hoppin' Frogman!

This upward passage is super tough! Don't make a mistake or you'll fall flat.

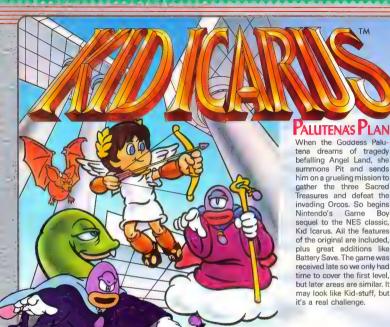


From The Rock!

Watch it! The Brain Damage boulder is right on your tail! Weave perfectly through the maze or the boulder will catch up and turn you into a paper thin Toad.



More Stages To Go! Keep Battlin',

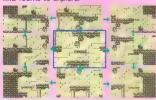


Pit gains strength by defeating enemies—lots of enemies. Flyers, crawlers, creepers and Reapers become arrow-bait for our hero. Guardians in the fortresses are tough to handle, not to mention handling the embarrassment of being turned into



PAUSE AND PEEK

While the game is paused, you can scroll in every direction around Pit's position using the Control Pad. Plan out the best route ahead or find rooms to explore.



NINTENDO POWER © 1931 HATTF100

STAGE 1

Stage One's trickiest area is the series of long jumps between the Treasure Room and the Shop Keeper's Shop. For the highest, longest jumps, press and hold the A Button. Don't rush through this stage. Collect as many Hearts as possible by shooting monsters.



The Shop Keeper is an honest citizen of Angel Land. His prices are lower than the Black Marketeer's, but he won't let you use a Credit Card. Buy a glass or bottle of Water of Life, or a Hammer or Key.

HARP

Hammers for a limited time.



Atthough Bat Chambers seem like dangerous places to spend time, Pit can quickly build up his Hearts here. Each defeated Bat is worth five Hearts. You can enter each room only once during the name.



"I'm going all the way to the Sky Paiace!"



Each jar may contain tressure such as a Big Heart worth ten Heart Points, or a Hammer, or even a Credit Card. One jar contains the God of Poverty, and if you hit him, the remaining jars vanish. Each arrow shot costs you five Hearts.

WATER OF LIFE

entenisk energy.





A mysterious but helpful man named Don appears in this and other rooms to give Pit advice. In this case, Don tells you that some walls can be broken with Hammers to reveal tlems or shortcuts. Also use Hammers on statues to find hidden Items.

STAGE 2

King Krabs and blocks of ice make the second stage a bit more difficult. Visit the Hot Spring to restore your energy before meeting the Reaper and his Reapettes who guard the Treasure Room.

WATER & LIFE



in addition to Hearts and Hammers, you can get special Items such as Credit Cards and Barrels in Treasure Rooms. If you shoot all but one of the jars without finding the God of Poverty, go ahead and shoot the final jar for the special Item.

WATER or LIFE



jump to the first ledge and finish off the rest.







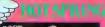


Zeus knows how well Pit's training is going and he will reward you with Strength Arrows if you have defeated enough enemies. Added strength means that Pit can defeat stronger enemies with fewer shots.

HARP



Glasses and bottles of Water of Life are expensive—108 and 250 Hearts respectively, It's much cheaper to buy several Hammers at 20 Hearts a plece and hit statues to get Water of Life. Later you can obtain a Barrel that holds eight bottles.





The Hot Spring is one of the most welcome sights in the game. Pit can recover all his lost energy by jumping into the pool. This room, like others, can be used only once each game. As a result, you should use it only when necessary.

SILICES

Look for rooms where Pit can gain strength like the secret Hot Spring and Training Room. The long jump beneath the Goal is hard because the ceiling is low. Get a running start, then just ap the A Button to clear the wide cap.

CHAMBIS SE ZEUE



Don has a secret tip about the hidden Hot Spring above the entrance to Stage 3, Since there are many hidden things in the game, a supply of Hammers comes in handy for finding them. Use the Harps to get Hammers for free, Walt writl loas are thick on the screen before taking the Harp.

WATER of LIFE

BHOP HITEENS

₹088 **2**

Earn a special weapon in Zeus's Training Room by shooting the blocks that tumble from the ceiling. Before entering, grab the Harp just below the entrance of the Training Room so the Brim Reapor turns into a Hammer.

HARP

SELECTION HOUSE



The wail above the entrance to this stage contains a hidden door that you can open using the Hammer. Inside, rotem Blocks fall from the calling, some of them shooting fire balls at PIt. Fire your arrows to destroy the lowest Totems, then jump to the Hat Spring. If you reach the Hot Spring, the Totems disappear and your energy will be recovered.



"[Policy Property of American American



Finally! FaceBall 2000, new from Bullet-Proof Software, gives you a chance to blast those ter-minally cheerful "smiley faces" into oblivion. Two play modes, Cyberscape and Arena, pro-vide variety, and multiple-player capability adds challenge. Try the four-player game for maximum fun, and remember to "Have a nice day!"

CYBERSCAPE

Don't take the wrong turn! Find your way to the flashing exit, and get ready for the more challenging mazes that lie ahead.



Choose the Cyberscape mode, then select a skill level. "Yery Easy" is hest for practicing.



Cyberscape is loads of fun for single players, and with more than 70 levels, it promises hours and hours of entertainment. Wipe the smiles off enemy faces as you search for the flashing exit. Sensors will map your progress.

ARENA

More fun for multiple players, Arena mode pits you against your friends on a variety of playfields. Get them before they get you!



re they get you! games-you can run but you can't hide!

Awesome







Four-player action is fast, furious fun. Be alert and eliminate the enemy as quickly as you can. When the competition is hot, you have to think fast and move even faster. Only one winner will be smiling at the game's end.

In Cyberscape, your mission is simple: Seek and destroy the Master Smiloid, At least it sounds simple. More than 70 mazes stand between you and the Master, making matters more complicated. Keep on smiling as you work your way towards the flashing exit.



Early levels may seem easy, but things start to get hairy in Level 12. Be sure to check all of the Pods. You never know which ones contain valuable bits of information



The ISHOOTU2 enemies will turn your smile upside down. Same of the Pods contain bandages that will heal your wounds.



serious points.

Level 13 is long and confusing. Check your sensor-drawn map often to keep your bearings, and always keep moving towards the flashing exit and the entrance to the next level.



Level 14

Check the Pods here for important information. It seems that you will have to find a special Key to open certain doors. Knock all you want to, they won't open without it.



The Key is fairly easy to find at this stage of the



Level 15 has some white walls that will disappear if you shoot them. Blast them. away and look for the flashing exit.



Use the wall as a barricade. When an enemy pursues you around the corner, stand back where you're safe and fire.

Never turn your back on an enemy! When you want to retreat, back out so you can face him all the way.

You control the great game action and set some interesting options to boot.



You make the call. Select "Options" on the Inter-Face screen, then take your pick.



It's very useful in a multi-player game, to change your name and appearance, because it helps you tell each other apart.

ITEMS & POWER-UPS

Keep your eyes open, Smiley. Cyberscape is intense! In addition to the exit in each level, you should be looking for helpful items that will make your journey easier.



1-Ups are fun to find in any game, and there are plenty of them in Cyberscape. Be sure to search for bandages, too.



Power-Ups increase the strength of your armor. Usually, you can take only three hits. At maximum strength you can take up to 12.

DOORS



Some of the Doors are hidden, too. To find them, try to shoot or run through walls that don't Inok like Doors.





Some walls will open if you shoot them several times or push against them repeatedly. Be careful, though-there might be enemies on the other side, just waiting to attack,



Cruise cautiously through the long corridors in Level 20. Enemies are h almost everywhere! Be sure to snag the Power-Up just before you exit.





The mazes just keep getting bigger and bigger, so it's easier and easier to get lost. Press Select to check the map frequently, and try to keep a smile on your face.







Level 30 is swimming with Smiloids. If you try to rush too quickly through, you'll end up pouting. You won't be able to exit until you find the Black Key.



If you've made it this far, you're obviously a maze maniac. Level 50 is huge, but you have plenty of time to explore it. Again. you'll need to find a Key in order to exit.



Watch out for traps in some areas. Steer clear of questionable passageways whenever possible. The Smiloids are becoming more sinister by the minute; some will take two or three hits before they'll give up their grins.

Different enemies vou encounter have their own methods of Remember the different appearances of the various clan members and study their move ment patterns.



Winning Tips

Plan your strategy to improve your chances. Try these slick moves on the sly smilers.

I. Don't turn your back on a Smiloid, Run backwards when you retreat.



2. Sneak a peek around corners to see who's there before you continue.

3. If you touch a Transport, check the map immediately to see where you are.



4. Put on a happy face by sit-ting still for awhile. Your power will regenerate.

5. Inch to the left or right to avoid enemy fire.



the enemy fires!

6. Learn to move and shoot at the same time.

7. Check the map frequently.

8. Look for secret Doors, They might hide a special "miniadventure."







ferent devices on the floors. Learn to use each of them well.

Awesome Arenal

If you aren't feeling particularly adventuresome, the Arena mode is the one for you. It's a great place to hone your marksmanship skills. Tag ten enemies to win.



Solect a different skill level or even create a new one of your own. Yos can play against any combination of Smilolds. Try pitting your skills against the most difficult crew you can create, and see how long you last!





Some of the maps are really wild. The bigger and more complex the maze, the more places there are to hide.



The strategies that work in the Cyberscape mode work well in Arena, too.
Keep in mind, though, that Smilelds regenerate after you shoot them. If you hang around too long, they'll come back to haunt you.

Midi-Maze

What are you smiling about? The hallways are long, and there are few hiding places.





In the Midi-Maze, find a cozy corner and hang out there. Stand with your back to the wall as you wait for Smileids.

Feeding Time

You can run but you can't hide! There are no walls to use for cover, so fire like crazy.



It's time for target practice, not fancy plots. Don't waste time planning strategies just you and shoot Faceball 2000 is fun no matter how you play it, but for the ultimate gaming experience, there's nothing quite like an intense, four-player match-up! Try both of the multiple-player modes.

Significant of the second

Team Techniques

Cooperate with your friends and use teamwork to wipe out the computer-controlled Smiloid forces. Come up with a battle plan before you begin.







Make a Smilloid sandwich by trapping an enemy between two players! It's an effective and fun technique.



Smiloids can target only one player at a time.



Whenever possible, sneak up or bmiluids from behind

Blast Your Buddies

Challenge your friends instead of the computer for a completely different experience. You'll find that they are much less predictable than the computer!



You have to know your way around the maze. If you get cornered, you'll be a sitting duck.



Keep firing all of the time. You might just get lucky and connect with a stray shot.



You can also play twoon-two and one-onthree.

Face it! It's unique, it's wild, it's the most fun you've ever had in fourplayer mode. Try it! And be sure to Have a Nice Day.



FACEBALL 2000

USCONTEST

QUESTION:

What is the total number of enemies that you must defeat in Levels 1 and 2 of the Cyberscape mode?

Try FaceBall 2000—you'll like it! Test it at a video store or borrow it from a friend. It takes only five or ten minutes to finish Levels 1 and 2. Answer the contest question and win foam rubber FaceBall! Once you try it, you'll be hooked.

WINNER!

MURRY) SEND YOUR ENTRY TO THE FOLLOWING ADDRESS:

NINTENDO POWER FACEBALL 2000 CONTEST

P.O. BOX 97062 REDMOND, WA 98073-9762

OFFICIAL CONTEST RULES

Send your name and address with the answer to the contest question on a 3 x 5 card to the address provided above. Entries must be postmarked by March 1, 1992. Everyone who responds with the correct answer by the contest deading will receive a foam FaceBall. Allow four to six weeks for delivery. The contest is not open to employees of Nintendo of America Inc., its affiliates or agencies, or to their immediate families. This contest is void where prohibited by law and is subject to all federal, state, and local laws and regulations. No purchase is required to enter.



DOUBLE The m back a DRAGON III

The most famous street fighters around are back again in Game Boy's Double Dragon II

from Acclaim. You could say that Billy and Jimmy Lee have led pretty rough lives. They've been through countless heroic adventures. Now, they've been framed and must clear their names.

skill Laval

There are three skill levels: EASY, NORM, and HARD. EASY is a practice game that will stop after the

first city. NORM and HARD speak for themselves.



2-Player Martial Arts Astron

Have you ever been playing a game that you're really into, then your friends come over and start bugging you because they want to play? The designers of Double Dragon II must have had this situation in mind. In the middle of a game you can press the Select Button, then

hook up another Game Boy and continue the game as a 2-Player game!





भित्रां-देवसिक्त

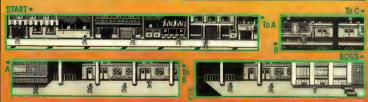
You'll be working your way through three different cities on your mission. A map appears between cities so you can plot your progress.



losado

losade is the first city on the map. The first enemies are fairly easy. Use this stage to sharpen your fighting skills. Look out for the guy with the boxing gloves.





Iodesa

lodesa is a nice city. Or at least it used to be nice before all the people here tried to slam you into the sidewalk. Beware of the chain sawl



Just a little off the

This is just too much trouble to handle.



Fight like your life depends on it because it does!

Sadede

Sadede has always been described as a mysterious city. Your enemies are not mysterious, however. You know exactly what their intentions are.



You don't even want He's so big that be to be here in the day-should be easy to hit.





Second floor, thugs and knives.



Puzzle games seem to be natural hits for Game Boy. WordHai from Meldac is no exception. There are two different types of puzzles in this Game Pak. One of them even has a great 2-Player simultaneous play option. Grab your thinking cap and get ready to spell.

In the WordHai game, you must make three letter words using the letters on the ends of the rows. You'll need to use some serious strategy.

(2)



6



1



After every four levels you will see a nifty picture.





It's a race to build as many words as you can. The words can be three to five letters long. All you need to do is build seven words before the computer does.



Build words as fast as you can? Small words are the best.



To win the round. make seven words before the computer

Get Zapped



If you and the computer use the same word, it gets zapped.

You Can't Win Em Ail



Sometimes the computer wins, But there's always the next round.



Press the A Button to see the computer's list of words.

Link two Game Boys together to play head-to-head WordZap, It's much more exciting to play against a human opponent.





Familiar friends, neighbors, or relatives.



Vita A brief autobiographical sketch.



A cutting tool that has a curved blade set at right angles to the handle and is used in shaping wood.

Above are a few odd words that uou mau not know. In WordHai, it is very useful to expand your vocabulary so you can come up with more words. In fact, if you get stuck while you are playing, try making up words. You may be surprised at how many actually work!

Game Boy Classified

The Hunt For Red October | Operation C

FROM AGENT #435

Stage Select

As Captain Ramius, commander of the high tech Soviet submarine, Red October, you've taken it upon yourself to cross eight challenging stages of the Atlantic. You plan to defect, against the will of the Soviet Naval Fleet. Our agents have discovered that there is help in the form of a stage select code which will allow you to begin your adventure in any stage by entering a guick code. At the title screen press the B Button, the Select Button, Left and Right on the Control Pad, then Start. The message "Starting World: 1" will appear. Change the starting world number by pressing Left and Right on the Control Pad. Then. when you reach the desired stage, press Start Button. to begin.



If you'd like to start at the beginning of the game with 25 Submarines in reserve, wait for the map to show. press and hold the A and B Buttons at the same time then press the Select Button and Up and Down on the Control Pad. Enter that same code, without pressing the Select Button, and you'll end up with 25 Missiles.





Up and Down and you'll begin with 25 Submarines or 25 Missiles.

FROM AGENT #909

Hidden Power-Up

There's a hidden Power-Up in Area 5 of this alien blasting adventure that you'll find to be particularly useful since it's located in the section just before the first level leader. After you jump off the elevator, run to the right and pass the bubble-producing mechanisms. When the last of the machines is on the left edge of the screen, fire to the left and aim for the bubbles as they emerge. One of the bubbles will popto reveal a scatter shot Power-Up, Collect it and keep fighting with this extra firepower.



Fire on the hubbles that emerge from this machine to earn a valuable scatter shot.

In case you missed it in an earlier issue of Nintendo Power, you should know that there is an area select code for Operation C which will allow you to begin in any of the first four areas. When the title screen appears, with the name of the game in full view. press the arrows on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B. A. B. A. Then press the Start Button and the words "STAGE SELECT AREA 1" will slide onto the bottom of the screen, Press Up. and Down on the Control Pad to change the Area Number and press the Start Button to begin in the selected area.



begin in the selected area.

NOW PLAYING

| Title | Company | Play | G | P | Motor | Т | Gome Type |
|------------------|-----------|-------------|-----|-----|-------|-----|-------------------|
| Atomic Punk | Hudson | GL | 2.6 | 3.1 | 2.7 | 2.8 | Futuristic Action |
| Battletoads | Tradewest | 1P | 3.9 | 3.8 | 3.8 | 4.1 | Comic Action |
| Double Dragon II | Acclaim | GL | 3.7 | 3.6 | 3.2 | 3.3 | Street Fighting |
| Elevator Action | Taito | 1P | 2.7 | 2.8 | 2.5 | 2.8 | Spy Action |
| Faceball 2000 | BPS | GL-4 | 3.2 | 3.6 | 3.9 | 4.1 | Futuristic Battle |
| Home Alone | THQ | 1P | 2.8 | 3.2 | 2.7 | 3.1 | Comic Action |
| Kid Icarus | Nintendo | IP/ Batt | 3.7 | 4.0 | 3.4 | 3.5 | Mythical Adv. |
| WordHai | Meldac | GL | 2.8 | 3.4 | 3.4 | 3.6 | Word Puzzie |

GAME BOY TOP 10





Mario's Game Boy four-stager contin record-breaking reign at the top spot. Read ers, pros and retailers all want their Mariot





This first Turties adventure is soon to make way for a sequel. You can learn more about TMNT: Back From The Sewers in this issue.





A dose of this exciting puzzler is the perfect treatment for those rainy day doldrums. It stays steady at number three,

- **Final Fantasy Legend**
- 5 F-1 Race
- **₩WF Superstars**
- 7 Castlevania: The Adventure
- Batman
- 9 Alleyway
- 10 Baseball
- determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your

Game Boy Top 10 rankings are favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

Game Boy Chart Key: Power Meter Ratings range from 1 (poor) to 5 (excellent).

1P=One Player

G=Graphics and Sound

GL=Game Link Two Players P=Play Control GL-4=Game Link Four Players C=Challenge

Batt=Battery

T=Theme and Fun

HOME ALON

Last year's most popular movie and this season's hottest home video is on its way to Game Boy! Home Alone from THQ loosely follows the plot of the movie which puts you in the shoes of the resourceful kid. Kevin McCallister, and gives you the challenge of saving your family's valuables from a group of burglars who are loose in the house.



Round up your family's valuables before burglars

You've got to search the house for valuable items in each of the four rounds and toss them into the laundry chute before the thugs can get them. When you've

collected all of the stuff, you'll earn the key to the basement, so that you can make your way to the cellar safe and lock all of the valuables away.



Once you've dropped everything down the laundry chute, you'll fight your way through the basement.

When a movie plot is adapted to a running and jumping game, the story is often presented in a very basic way without any of the movie's subtler ideas, as is the case here. While the game does pit you against the burglars, it doesn't include any of the movie's jokes and the inventions that Kevin creates to thwart the criminals.

COMING SOON

TO A COMPACT VIDEO GAME SYSTEM NEAR YOU TEENAGE MUTANT NINJA TURTLES I NINJA GAIDEN SHADOW

BACK FROM THE SEWERS

he Foot Clan has fallen but its evil leaders are still up to no good in the upcoming Game Boy sequel, Teenage Mutant Ninia Turtles: Back From The Sewers from Konami. This six-stage thriller with awesome graphics follows Raph, Don, Leo and Mike as they search for April in the sewers, streets and buildings of the big city.





They fight, climb and skateboard through one treacherous trap after another. And, this time, if one of the Turtles are caught, you can fight to set him free!





TERMINATOR 2

erminator 2: Judgement Day is a six-stage thriller from LJN that follows the movie's story from its futuristic beginning to its present day race to save the world. In the first half, John Connor attempts to send a reprogrammed Terminator to the present. In the second half, the Terminator takes over to protect the young resistance leader and to have a final showdown with the amazing T-1000.





ES star Ryu Havabusa soars onto the Game Boy screen with an all new adventure in Ninia Gaiden Shadow from Tecmo, He's got to fight through the creep-packed streets of the city and battle an evil force that has taken

a skyscraper. The game features great graphics, lots of cool ninja moves and the Ninia Gaiden trademark cinema scenes







HUDSON HAWK

ony Imagesoft's Hudson Hawk follows the reluctant burglar as he attempts to retrieve Leonardo da Vinci's treasures. The Hawk is drawn in a fashion that fits the fast and fun pace of the game. He ducks under surveillance system beams, climbs clotheslines and even



bounces off awnings.



In addition to action, there's problem solving too. Before he carries out a heist, the Hawk has to figure out how he'll do it without getting caught. The game's due out next month.





SUPER NES SHOWCASE THE NEXT GENERATION OF GAMING

SUPER NINTENDO

ENTERTAINMENT SYSTEM

Sports fans, this month's Super NES previews are mostly for you. The Super NES brings new realism to the court in Super Tennis and takes the graphics in Baseball Simulator 1.000 way out of the ballpark. If aerial dogfighting action is your thing, U.N. Squadron features super graphics and control that will take you to the heights of shoot 'em up excitement.

THIS MONTH'S LINEUP!

SUPER TENNIS U.N. SQUADRON SUPER BASES LOADED



SUPER TOURS

Professional Tennis Comes
Off The Court And Into Your
Living Room With Super Tennis

1997 Nonennia & 1991 Tokyo Shoseki

Real Tennis



Making use of Super NES capabilities, Super Tennis is as close as you'll come to playing tennis without using a racket. The stereo sound and enhanced graphics make this game look and sound like real match play, but don't let them distract you from the game!





Diving for passing shots is an important part of any match. If the ball is out of your reach run towards it and hit the "B" button to dive.



your player might screaming the screaming th



When you win a point with a super sharp volley, the audience applauds, showing its appreciation.



SHOT TECHNIQUE



Becoming a true tennis champion requires that you master various strokes and learn when to use them The three general shots, serve, volley, and smash, are discussed below. As is true with real tennis, it will take many hours of practice to become a champ. But when you learn how to use each stroke to your advantage, it will be all "ad-ins" for youl







Smart players sometimes use a weaker drop shot to change the pace and draw their opponents closer to the net, it's a good strategy.

Aim for the deep corners of the court. Use the strong valley to alternate corners and keep your adversary running back and forth.

The overhead Smash is everyone's favorite, but you must be skillful to keep it in the court. Stand below a lob, press the "B" Button, and aim for the open court.

TROKE





has you running back and forth. Slice the ball by pressing "A" to drive her deep.

Flat (B)



your opponent and keep him off balance. To use this shot hit your "B" Button.

Top Spin(X)



"X" Button to send your rival a Top Sgin. That should keep her away from the net.





When your apponent approaches the net and has you running to keep up with him, press the "Y" Button to Lob deep to the baseline.







SUPER NES SHOWCASE THE NEXT GENERATION OF GAMING.



MODE SELECT

Super Tennis serves up one- or two-player fun in both singles and doubles modes. Then, if you think you're ready, you can challenge the computer's hot shot pros in the circuit mode, in any of the modes, you can select your player from the computer's list and determine who your opponents will be.



SINGLES

Singles play is for either one or two players, but it is always one-on-one. Play with a friend or against the computer, It's always a challenge,

1P vs COM





talented professionals. You have to stay ponent will be in this two-player mode. on your toes to stay in the match,



The computer players all are seasoned. Who knows how competitive your op Stay alert! Your rival might be tough.

DOLIBLE

Doubles mode presents three more types of play, and each requires you to rely on your partner. Use teamwork and plan doubles strategies.

1P+2P 1P+COM VS VS

OM+CON COM+COM



You both have to be on the ball to win this one.

Choose a talented part-

ner and he'll hold his

1P+COM

Player's skills really make a difference

CIRCUIT

Once you feel confident, you might want to try the difficult circuit mode and travel around the world to pit yourself against the very best players in the game.



Are you up to a challenge? Choose your favorite player and take on the gras in the world circuit made.



Pro tournaments are held in cities around the world. Now decide which tourney you'd like to enter first.

SURFACE



Just like it does in the real world of tennis, winning matches improves your position in the standings.



Hard Court

Lawn Court











less distance on grass.







Balls bounce high on clay and go medium distance.



from right to left along the line.

She also covers the baseline well

PLAYER SELECT



You can choose your player from this list of 20. The list is divided into two sections: women on the left and men on the right. These professional players

are ranked according to their abilities, Individual strengths are listed below.



house serve. It's fast and accurate.

serves and volleys consistently.

SUPER NES SHOWCASE THE NEXT GENERATION OF GAMING.

BARROTT FOR THE CAPCON CO. ITO 1986/1991 C CARCON USA, INC. (989/1991)



U.N. SQUADRON

Heavy Artillery Jet Fighting Action Wicked Enemies



5 (0) (3)

Capcom's arcade action hit, Area 88, comes to the Super NES as U.N. Squadron. With enemy jets of the Project 4 Mercenaries, their ground forces and missiles all aimed at you, this game makes full use of the 128 Moving Objects that the Super NES can display at once. Choose your target, aircraft and weapons, then take off for action.

Tribing Work

You must progress though ten stages to defeat Project 4. Along the way, you'll earn money to purchase more powerful planes and weapons. The stages can be flown in many different orders. You'll need to figure out what sequence works best for you.

MOVING STAGE



It is very important to clear the moving stages as quickly as possible, if you don't clear them fast, the enemies will get closer to your home

BONUS STAGE



Select the green trucks on the map screen and you'll cruise into a bonus stage. When you clear a bonus stage, you get a hefty chunk of cash.

Chaose From Three Different Pilots

There are three highly skilled pilots in your squadron. You can only choose one to fly this mission.

SHIN KAZAMA



Shin is a good all around fighter. His power level increases

MICKEY





Mickey is a weapons expert. He is able to choose from the most Special Weapons.

GREG





Greg is a skilled flyer. His ability to fly even the most damaged aircraft is a bonus.



target area!

Check your progress on the war zone map.

How To Power-Up

Before each stage starts, you can buy equipment. Of course, before you go shopping, you're going to need some cash. Every enemy that you destroy adds money to your bank account.



Shopping in the



If you clear a stage. you get bonus



Select Your Jet Fighter And Your Weapons

As you make more money, you can add more planes to your fleet. Each of these planes has advantages in certain situations. If you find that you just can't seem to do well in a particular stage, try a different plane or some different special weapons. Soon, you'll learn what combinations work best for you.

THE FIGHTER!

Each fighter has different abilities. Many stages are much easier if you have the correct fighter and weapons.



with the F8E. ways at once.



Six different



This is your first plane, it is a well balanced aircraft.

THUNDERBOLT2

A slow plane, but with very

powerful ground weapons.

CLUSTER

A10A Thunderbolt YF23 Stealth Ray STEALTH RAY

> The YF23 can not be tracked by homing missiles.

PHOENIX

F20 Tiger Shark

TIGER SHARK

The F28 is an upgraded version of the F8E Crusader.

F14D Tomcat



great for air-to-air combat.

F200 Efreet



It's really expensive, but it can hold the most weapons.



Each fighter is able to equip certain weapons. Be careful that

you don't spend vour money carelessly on weapons that you're not going to use.



FALCON MISSIL

THE NEXT GENERATION OF GAMING

STREET Your purpose is to defeat Project

4, the organization that has taken over your homeland. To do this, you must defeat 10 stages full of enemies. You can do these stages in any order you wish.



FRONT BASE

Your mission always starts in this stage. Take your F8E Crusader and equip it with bombs for the most effective attack. A lot of Power-Ups are to be found here.



to receive a Power-Up.

The enemies get



Sometimes you find Items hidden in the air. Try to shoot everywhere!



THE SKY

Clear this stage quickly or the enemy units will move closer to your home base.



The boss is strong. If you concentrate. you can defeat it

AIRCRAFT CARRIER

For some reason. Project 4 has put an aircraft carrier in the middle of the desert. Strange . . .



BATTLESHIP

This ship has heavy armor. It takes a while to defeat it. The Phoenix Missiles are your best het



FOREST BASE

The A10A Thunderbolt is pretty good in this stage. Its air-toground firing capability is very nice to have here.



Dodge those missiles!



appearing.





TM and @ 1991 CARTURE BRAIN U.S.A., Inc.



STEP INTO THE SHOES OF TEAM OWNER, MANAGER, AND PLATER'

MAKE YOUR OWN TEAM

Select Edit mode and start off building your team by selecting a name and choosing your favorite uniform colors.



STATS & ABILITIES

Max out your players and give them some Ultra Play abilities to start them off right in becoming a successful and winning ball club.









ULTRA PLAYS: BASEDALL WITH A TWIST

What really sets Baseball Simulator 1.000 apart from other baseball games is an array of superplay abilities called Ultra Plays, which are found only on Ultra Team players. Read on for a complete rundown on these extraordinary plays.

USE ULTRA BATTING FOR HOME RUNS





Make the best use of Ultra Batting to keep your opponents on their toes and get your batters on the bases. The Missile Hit is one of the best—a solid rip will drive the ball out to the far wall!

STADIUMTOUR

| | AUIU | | |
|--|-------|--------|-------|
| | DOME | HARBOR | TOWN |
| Wide in Birdham Wide in Birdha | | | |
| Field size differs | GRASS | CB | BROWN |
| between stadiums. Larger fields make It harder to drive balls over the | | 71 | |

ULTRA PITCH STRIKE OUT





Ultra Pitchers bring some very interesting pitches to the mound, including some pitches you won't see anywhere else! A great pitch is the Warp Pitch which literally warps the ball past the piate!

ULTRAPITCHING

Ultra Pitches offer Ultra Pitchers a vast assortment of throws to choose from in their attempts to strike out the batters. However each Ultra Pitch costs a certain number of Ultra Points, and the team's reserve of these is limited! So pitch wisely, and only Ultra Pitch when you need the edge!











The ball leaves a flery wake as it rockets past the plate.



Stops the flying ball in midair to baffle the batter.



The ball disappears halfway



The ball whips back and forth as it sails towards the plate.



baseballs around the real one





BALL









Changes the ball into a cluster of flying blue sparks.



Makes the ball very heavy and difficult to hit properly.



Allows the pitcher to change the speed of the ball midflight.



screams past the plate.



incredible curve balls!













Throws the ball into a spiral to circle past the plate



Makes the ball leap sideways Literally! with each press of the A Button.



An earth-shaking pitch WARP



The speed of the ball changes erratically.



The ball floats back and forth as it crosses the plate



Three Musionary balls parallel

the real ball to the plate.



FADE-

Makes the pitcher invisible until he throws the ball!



Pressing the A Button makes the ball warp across a short gap.



Puts a mirage ball in front of and behind the real ball



ULTRA BATTING

Ultra Batting techniques help to balance out the batting and fielding for the Ultra Batters as they stand up to hit against those pasty Ultra Pitches. As with the Ultra Pitches, each Ultra Batting Play costs valuable Ultra Points, so don't whiff when Ultra Batting! Save these Ultra Batting techniques for your strongest batters to bring in more runs.



Ultra Fielding plays don't cost anything. so use them as much as you want to help field all those tough Ultra hits!

HYPER



Speeds up a throw from the field, which is helpful in break ing ties!

ROCKET



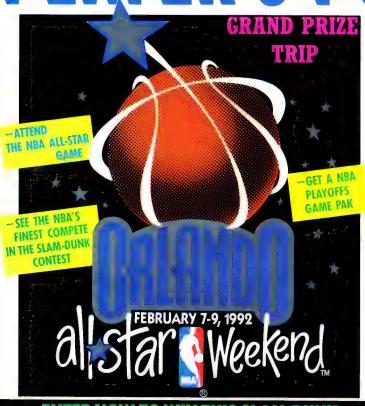
SUPER

Throw yourself down on the ground for those just out of reach balls.



Choose this for a more stylish and spectacular catch.

PLAYER'S PO



ENTER NOW TO WIN THIS SLAM-DUNK, IN-YOUR-FACE, ONCE-IN-A-LIFETIME WEEKEND!

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Please answer the following questions on the postcard below, then enter our Player's Poll Contest by sending it in!

- A. Have you actually had a chance to see or play a game on the Super NES?
 - 1. I've seen it displayed but I haven't played
 - 2 Yes, I've played games on it. 3 No, I haven't seen it yet.
- B. If you have seen or played the Super NES, what did you think of it?
- 1. It's much better than the NES. It blew me away! 2. It was better than the NES, but the improvement was
- 3. I was disappointed by what I saw.
- C. Does the contest prize influence your decision to send in the Player's Poll card? 1. Yes 2. No
- 2.6-11 1. Male 2. Female

Poll Card?

1. Every month

4. Hardly ever

2 Most of the time 3. Once in a while

1. Under 6 3. 12-14

G. What three NES games do you plan to purchase next?

- H Please indicate, in order of preference, your five favorite NES games.
- Please use the game titles on the back of this card to answer the following questions. I. Please indicate in order of preference, your five favorite Game

5, 18-24

6. 25 or older

D. How often do you complete and send in your Player's

E. How old are you? (Please circle your age group)

4. 15-17

Boy games. J. Please indicate, in order of preference, your five favorite Super NES games.

| | Answers to th | e Player's P | oli | Volume |
|---|---|--------------|-------|-----------|
| Name | | _ Tel | | |
| Address | | | | |
| City | State | | Zip | |
| Membership No. | | Age | | |
| Please answer by circling the nur A. B. 1 2 3 1 2 3 | nbers that correspond to the si C. D. 1 2 1 2 3 | | 4 5 6 | F. 1 2 |
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| J. Indicate Numbers 151-169 (fr | om list on back of card) | 1 | | 3 |

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It's the coolest T to be sporting this season!





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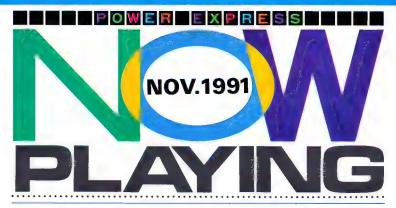
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The number of new releases is growing as we are moving into the gift giving season. Our focus on games which didn't quite rate feature coverage this issue includes a spaceship shoot 'em up for the Super NES, two light-hearted NES action games, an NES space shuttle mission simulation and a Super NES one-on-one battle with big, big monsters. Check 'em out!

SPACE SHUTT

Space shuttle astronauts have to master a lot of activities in order to carry out their missions. Such is the case in Space Shuttle Project from Absolute. In this simulation of six space shuttle missions, you do everything from preparing the shuttle for take-off to making sure that your cargo reaches a safe orbit. You'll do this by carrying out several specific tasks that follow a set script.







The headlines indicate a successful space shuttle mission or a failed attempt.



Your first task as Shuttle Commander will be to enter a four digit code and the name of the space shuttle as they are given to you. You'll then have to switch on the fuel tanks and board the crew

with the clock ticking down. After take-off, you'll carry out most of the other tasks of the mission by pressing a specific button when a marker reaches a shaded area on a bar or by moving an arrow to match the movements of a computer-controlled arrow While success in these tasks sometimes results in brilliant shuttle graphics and realistic sound effects, the actual execution of the tasks doesn't seem to give a real sense of controlling a shuttle mission.



Most of the tasks of flying the shuttle are taken care of stopping a moving line in a shaded area.



in the first mission, you're in charge of making sure a satellite reaches a safe Earth orbit.

SNOW BROS.

Two-player simultaneous action and fun characters are the focus in Snow Bros. from Capcom. This arcade game translation pits two princes-turned-snowmen against a host of enemies in the dozens of enclosed rooms of Snowland. You'll clear each room by hitting the enemies with a cold blast, turning them into snowballs and pushing them off the screen. Creatures that are flattened by snowballs will turn into point-producing items and helpful potions.



Turn enemies into snowballs and push them off the edge.



Snow bowl over creatures to gain items and potions.

Battle The King's Henchmen

The evil King Scorch has turned Princes Tom and Nick of Snowland into snowmen and has kidnapped the princesses, Teri and Tina. As you fight through Snowland, you'll take on one of Scorch's

henchmen in every tenth room. Turn the weapons of these huge creatures into snowballs and toss them back to give them a taste of their own medicine. You should go far with teamwork.



Princes Tom and Nick have been transformed into snowmen by King



Freeze the shots of this creature and send them back with teamwork

TOKI

While Snow Bros. follows a pair of princes that have been turned into snowmen, Toki from Taito deals with a hero that has been transformed into a monkey. As Toki, it's up to you to fight through the six stages of a mysterious land, take on the villainous Bashtar and find a way to restore yourself to human form. There's also a kidnapped damsel but, that's old news. As you're making your way through the land you'll be able to fight off the many enemies by spitting a powerful blast in eight different directions and by collecting Power-Ups that protect you from harm. This arcade game adaptation follows the story of its predecessor step by step.



Search for protecting Power-Ups like the super strong helmet,



Knock out your enemies with a blast in eight directions.



There are several different Power-Up items which will help you in your battle to beat Bashtar. Some allow you to spit fire, while others give you much needed protection. Many Power-Ups are just out of

reach. The only way that you'll be able to collect them is by getting a boost from the enemies on the ground. As soon as an enemy crawls into position under a lofty Power-Up, stomp it and you'll bounce into the air. Grab the Power-Up and continue your flight through the land.



The three-shot Power-Up in this area is too high to reach by jumping.



Stemp the creature that pops out of the ground and hounce.



DARIUS T

Darius Twin from Taito is the first Super NES shoot em up space adventure which allows for two-player simultaneous action. You and a friend can battle side by side through a seven round mission in a faraway galaxy. The evil Belser, leader of the planet Darius. is launching an attack on the neighboring system including your home planet, Orga. It's up to you to clear a path to Darius and put an end to Belser's insidious plans.





While there's nothing new or unique in the storyline of this arcade-hit-to-Super-NES translation, the enemy battleships do have a style that is all their own. Even though they come from a distant series of planets and they soar through space, these huge fighting

machines resemble giant creatures of the deep. Blast through the hordes of smaller ships, Power-Up your Silver Hawk fighter and take on the mysterious ships that threaten your planet.



Before you begin your mission, you can enter the Option Mode and adjust several key aspects of game play. The Player Stock option allows you to begin with as many as eight Silver Hawk fighters.

By activating the Rapid Fire option, you can set off multiple shots by pressing and the Y Button. The

Sound Test allows you to listen to the game's sound effects and the Game Level option lets you switch from Normal to Easy play.



While there are a total of 12 planets in the system, you need only fight through seven of them in order to make your way to Darius. After you successfully complete most rounds, you'll have the option to blast off into one of two different directions and continue your mission to eliminate the evil forces.





Battle the creatures at the end of each round, then plan your route to Darius.

ULTRAMAN: TOWARDS THE FUTURE

He's been a star of Japanese movies for many years and now the ultimate warrior. Ultraman, is blasting onto the Super NES in Ultraman: Towards the Future from Bandai. You are the hero of futuristic Farth as you take on your most feared enemies in nine one-onone battles. The detailed graphics and realistic sound effects are top notch. Since there are only nine battles. though, the game is lacking in depth. As you fight to victory you'll earn one of three different endings, depending on the difficulty level you choose.







You'll knock power out of your opponents by kicking and punching them and tossing them over your shoulder. The only way to finish them off though, is by using your most powerful Special Weapon: Burn-

ing Plasma. The Special Weapon Meter builds as you battle. When it hits Level Four, you'll be able to fire off Burning Plasma. Weaken your opponent until the "Finish" message appears, then let him have it. He'll disintegrate!





Pummel your opponent with Ultra Kicks and Ultra Punches, then fire B Plasma when the "Finish" message appears and blast him for good.

Super NES titles are really beginning to take off. In addition to the games that are mentioned elsewhere in this issue, recent releases include Drakkhen from Kemco/Seika, The Chessmaster from Mindscape and Hyperzone from Hal. Drakkhen is a role-playing game with a firstperson perspective. During battle scenes, your party members come into view and fight, while you control one of them. The Chessmaster is a translation of the Chess game which has appeared on the NES and Game Boy. Hyperzone is a futuristic racing battle with dazzling graphics. You pilot a flying vehicle through a series of enemy-packed tracks.

YOUR GUIDE TO THE LATEST NES RELEASES

| TITLE | COMPANY | FLAY | POW G | ER MET | ER PA | IINGS | GAME TYPE |
|------------------------------------|------------|---------|----------|--------|-------|-------|----------------------------|
| The Bard's Tale | FCI | 1P/Batt | 2.8 | 2.7 | 3.1 | 3.1 | Role-Playing |
| Die Hard | Activision | 19 | 2.9 | 3.0 | 3.1 | 3.4 | Crime-Fighting Action |
| The Flintstones | Taito | 1P | 3.7 | 3.2 | 3.4 | 3.7 | Comic Adventure |
| Gun Nac | Nexoft | 12 | 3.1 | 4.2 | 2.9 | 2.7 | Space Action |
| Sesame Street Countdown | Hi Tech | 1P | 3.8 | 3.4 | 3.1 | 3.6 | Education |
| Snow Bros. | Capcom | 2P-S | 3.2 | 3.6 | 2.9 | 3.1 | Comic Action |
| Space Shuttle Project | Absolute | 1P/Pass | 3.2 | 2.7 | 3.0 | 3.5 | Shuttle Mission Simulation |
| Toki | Taito | 2P-A | 2.8 | 3.8 | 3.0 | 3.4 | Comic Action |
| Tom & Jerry | Hi Tech | 1P | 3.7 | 3.0 | 3.0 | 3.4 | Comic Action |
| Trog | Acclaim | 2P-S | 3.1 | 3.4 | 2.6 | 2.8 | Comic Action |
| Ultimate Air Combat | Activision | 1P | 3.4 | 3.6 | 3.6 | 3.9 | Combat Action |
| Where In Time Is Carmen San Diego? | Konami | 1P | 2.9 | 2.7 | 3.3 | 3.6 | Education |

AND SUPER NES RELEASES

| TITLE | COMPANY | PLAY | POW | | | THICS | GAME TYPE |
|--------------------------------|---------------|-----------|-----|-----|-----|-------|------------------------------|
| The Chessmaster | Mindscape | 2P-S | 2.8 | 3.7 | 3.4 | 3.3 | Chess |
| Darius Twin | Taito | 2P-S | 3.6 | 4.0 | 3.4 | 3.3 | Space Action |
| Drakkhen | Kemco/Seika | 1P/Batt | 3.4 | 2.5 | 3.0 | 3.4 | Role Playing |
| Final Fantasy II | Square | 1P/Batt | 4.6 | 3.8 | 4.2 | 4.5 | Role Playing |
| Hal's Hole In One Golf | Hal | 2P-A/Batt | 3.8 | 3.7 | 3.9 | 3.8 | Golf |
| Hyperzone | Hal | 1P | 3.6 | 3.6 | 3.3 | 3.0 | Futuristic Action |
| Super Baseball Simulator 1.000 | Culture Brain | 2P-S/Batt | 2.9 | 2.9 | 3.3 | 3.5 | Baseball |
| Super Ghouls 'N Ghosts | Capcom | 1P | 4.8 | 3.7 | 3.9 | 4.1 | Ghost Fighting Action |
| Super Tennis | Nintendo | 2P-S/Pass | 4.1 | 4.1 | 4.0 | 3.9 | Tennis |
| U.N. Squadron | Capcom | 1P | 3.7 | 4.0 | 4.0 | 3.7 | Military Action |
| Ultraman | Bandai | 1P | 3.7 | 2.9 | 3.0 | 2.9 | Monster Battle |

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS

2P-A = TWO PLAYER ALTERNATING PASS = PASSWORD

BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four areas.

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND TUN



Attention game wizards! When you work a little bit of magic and rack up some astounding scores, send them in. Amaze your friends by having your name listed with the other video game magicians who make the NES Achievers column!

| M BATTLETOADS | (NES) | | ■GALIOE | | |
|---|--|----------------------------------|------------------------------|-----------------------------------|----------------------|
| Gary Batman T.J. Allen Mike Canaroz | Copperas Cove, TX Perryville, MO New Orleans, LA | Finished Finished Finished | Josh Kohn Matt Kramer | Eau Claire, WI Grand Forks, ND | Finished Finished |
| | New Orleans, LA | rinished | HUDSON'S A | DVENTURE ISLA | IND-II |
| m DÉJÀ VU | | | Devon Schad | Boulder, CO | Finished |
| B.J. Fick | Indianapolis, IN | Finished | | | |
| Lucas Bergman Melissa Zander | Quincy, IL Seattle, WA | Finished Finished | THE HUNT FO | IR RED OCTOBE | R |
| Phuong Vo | Forest Park, GA | Finished | Reid Worth | Austin, TX | Finished |
| Eric Heaton Marty Bullock | Saint Elizabeth, NJ Destin, FL | Finished Finished | III THE IMMORT | TWO | |
| Bob Foreaker | Philadelphia, PA | Finished | | | |
| Bryan Thompson Travis Wakefield | Tchula, MS Swanzey, NH | Finished Finished | Travis Barlow | Zachary, LA | Finished |
| | | THISHEU | ILOW G-MAN | | |
| DR. MARIO (N | ES) | | Paul Lucero | North Glenn, CO | 100.000 |
| Lauri Sanderlin | Harlingen, TX | 652,500 | | Horar Glorin, Go | 100,000 |
| Patricia Robeski Donna Jones | Phillipsburg, NJ Tustin, CA | 533,200 520,400 | MAGICIAN | | |
| Harlan Woodring | McLouth, KS | 509,400 | Tony Pointes & | Hayward, CA | Finished |
| Crystal Riede Patricia Kenawell | Gautier, MS Tyrone, PA | 504,300 429,900 | Jon Logan | | |
| Brenda McCall | Rotan, TX | 398,900 | MONOPOLY | (NES) | |
| Patrick Boedeker Pauline Neville | San Antonio, TX Tulsa, OK | 369,000 336,800 | Jay Sullivan | Springfield, VA | 24,395 |
| Jason Swindells | Kelowna, BC | 334,500 | Adam Schmidt | Tonawanda, NY | 21,235 |
| Steven Ezell | Del Mar, CA | 327,000 | Sandy Taylor | Arnaudville, LA | 14,080 |
| DISNEY'S DUC | K TALES (NES | | NARC | | |
| Luis Vazquez | | 8,134,000 | Dan Gordon | Nazareth, PA | 2,203,500 |
| Trevor Bazil Beth Denson | | 1,965,000 | Jonathan Sun Colin & Neil | Worcester, MA Calgary, AB | 1,505,100 |
| | | .,, | McFarlane | | .,, |
| MFAMA | | | PINBALL | | |
| John Adams | Kingswood, TX | Finished | | 0 1 1 111 | 500.040 |
| Joshua Rossman | Charlemont, MA | Finished | Frank Villecco | Ogdensburg, NJ | 523,610 |

PINBALL QUEST

Jerry McDowell 9.999.990 Eddyville, IA David Halpern Whitehall, PA 9,999,990 Patrick McGowan Toms River, NJ Greenfield, WI 9,299,670 Andy Rodriguez 8,259,580

PIMBOT

Patricia Penhollow Jim Host Martin Wisneski Jan Reich

Madison, OH Shelbyville, MI Topeka, KS Pfafftown, NC

99,999,999 99,595,870 49,079,610 25.810.150

Finished

PIPE DREAM

David Diskin Larry Sefton Canvon Crest, CA 2.353.150 Bartlett, TN 1,501,300

LPOWERBLADE

Matt Martinosky John Millard Jason Noack Casey Rogers & Tony Chapman Michael Bolon & Yves Petcho

Adam Budesheim Adam Peters James Stanberg Tim Slininger & Jason Graening Sabrina Goopaster & Zach Briuson

Brock Otten Mike Kenia Jason Clark Perry Painosek Jason Payne

PUNISHER

James Love

x

David Thornton

Waverly, NE Galena, KS Batavia, IL Irving, TX

Thornhill, ON Riverdale, NJ Kailua, HI Fort Dodge, IA

Barnesville, MN Muncie, IN -

Oakville, ON Westmont, IL Smyrna, DE Schulenburg, TX

Miami, FL Anchorage, AK Houston, TX

THE ROCKETEER

Thomas Carmichael Brett Kempf

Clinton, LA Finished East Stroudsburg, PA Finished

I SHADOW OF THE NINIA

Michael Prowatzke Wood Lake, MN Jason Charette Dearborn, MI

SILVER SURFER

Sam Schaperow Waterford, CT

THE SIMPSONS: BART VS. THE SPACE MUTANTS Shaun Mackell Mike Bunton Craig Rawson Evan & Marc Buther Nick A. Lugo Derek O'Riorden Joseph Morris Joe Vallee

Grav, ME Casper, WY Pleasanton, CA South Salem, NY Brooklyn, NY Stow, MA Ebensburg, PA Woodbury, NJ Scenery Hill, PA Crystal River, FL

Aneta, ND

Fremont, CA

Sioux City, IA

Ann Arbor, MI

Linwood, NJ

Jacksonville, Fl

Amherstburg, ON Vancouver, WA

Finished Finished Finished Finished Finished Finished Finished Finished Finished Finished

Finished

Finished

9.999.600

SNAKE RATTLE 'N ROLL

Chris Cobb Erin Kraft

Branden Brown

Mike Rector

Adam Vig

465,050 202,400 Lusby, MO

STARTROPICS

Richard Jew Jennifer Cannon Eric Wallace Jason Temple Erik Mandt Jason Weaver Adam Handley

Michael Harhay

THREE Mark Fitzpatrick Pat Campisano Richland, WA

Finished Finished Finished Finished Finished Finished

Finished

Wappingers Falls, NY 329,440 Cincinnati, OH

326,788 320,000

TETRIS (GAME BOY)

Michael Schulte Fremont, CA 743,641

THE UNINVITED

Justin Elder Palph Hurst Anril Manzer Damon Broussard Evansville IN Auburn, CA Omaha, NE Crowley, LA

Finished Finished Finished Finished



and send them to NES Achievers.

Ind send the property of Remember to record your best efforts on film and send them to NES Achievers. If yours is screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send your scores and photos to NES Achievers.

NINTENDO POWER Redmond, Wa 98073-9733





Volume 30 November 1991

TOP-30

A long-time favorite, The Legend of Zelda, returns to the top ten this month. Link's first adventure has its loyal followers. Wait until they see the third installment in the series!

Use this color-coded key to check on your favorite games.



Newcomers appearing for the first time this month.



Games that have appeared between two and nine times.



Titles that have made the Top 30 ten times or more.



Number of months the games have rated in the Top 30.







Will their reign ever end? They hope it doesn't—they like the view from up here.





FINAL FANTASY

There's nothing final about it! This fantasy just keeps on finding followers.





BATTLETOADS

The 'toads keep things hopping in third this month, and they're happy to be there.







TMNT II: THE ARCADE GAME

Heads up, sewer slime, the totally tubular turtles are cleaning house again.





THE SIMPSONS: BART VS. THE SPACE MUTANTS

Hey, man, Bart's on a mission against mutants. Have skateboard, will travel.





CRYSTALIS

Time travelers keep Crystalis ranking among the best. It's a major RPG hit.





DRAGON WARRIOR II

Erdrick's mythical domain, Alefgard, mystifies explorers for yet another month.





MEGA MAN III

Watch out Wily! Mega Man has it out for you and your wicked experiments.





TETRIS

This shapes up as another great month for one of the best puzzlers ever.





THE LEGEND OF ZELDA

Link's first adventure returns to the top ten and rates for its 38th time!

2,621 **STARTROPICS**

SUPER MARIO 8805, 2 POINTS

BASES LOADED II

POINTS 2,298 **DESTINY OF**

2,303

POINTS

AN EMPEROR

DR. MARIO **POINTS** 2,009

DRAGON WARRIOR POINTS 1,841 **MEGA MAN II**

WIZARDRY POINTS

1.568 DOUBLE DRAGON III POINTS

LITTLE NEMO THE 1.542 DREAM MASTER POINTS

1,469 ZELDA II THE ADVENTURE POINTS

CASTLEVANIA III -POINTS DRACULA'S CURSE

THE LITTLE MERMAID

DOUBLE DRAGON II POINTS

ULTIMA: QUEST OF POINTS

1,261 MONOPOLY

1,195 BATMAN POINTS

MANIAC MANSION

SOLSTICE POINTS

BILL & TED'S **EXCELLENT VIDEO GAME ADVENTURE**



Players' Picks



Pros' Picks



GAME

PTS.

Dealers' Picks



| GAME | PTS |
|---|-------|
| 1. Super Mario Bros. 3 | 4,563 |
| 2. TMNT II. The Arcade Game | 3,098 |
| 3. Maga Man III | 2,803 |
| 4. Battletoads | 2,168 |
| 5. Dragon Warrior | 2,009 |
| 6. Final Fantasy | 1,851 |
| 7. The Simpsons: Bart vs. the Space Mutants | 1,502 |
| 8. The Legend of Zelda | 1,451 |
| 9. Dragon Warrior II | 1,401 |
| 10. Mega Man II | 1,189 |
| 11 Bill & Ted's Excellent Video Game Adventure | 1,112 |
| Zeldo II—The Adventure of Link | 1,094 |
| Castlevania III—Dracula's Curse | 1,001 |
| 14. Tetris | 896 |
| 15 Dragon Warrior III | 873 |
| 16. Super Mario Bros. 2 | 812 |
| 17. Dr Maria | 798 |
| 18 Double Dragon III | 778 |
| 19. StarTropics | 734 |
| 20 Double Dragon II | 616 |
| 21. Mega Man | 582 |
| 22. Ninja Gaiden II | 565 |
| 23 Disney's Duck Tales | 549 |
| 24 Super Mario Bros | 528 |
| 25. Batman | 514 |
| 26 Robin Hood: Prince of Thieves | 509 |
| 27. Monopoly | 505 |
| 28. Little Nemo the Dream Master | 501 |
| 29 Crystalis | 499 |
| | |

| 1. Final Fantasy | 4,596 |
|---|-------|
| 2. Crystalis | 4,303 |
| - 3. Dragon Warrior II | 2.614 |
| 4 Battletoads | 2,321 |
| 5. Destiny of an Emperor | 2.298 |
| 6. The Legend of Zelda | 1,970 |
| 7 StarTropics | 1,887 |
| 8. Wizardry | 1,653 |
| 9 Ultima Quest of the Avatar | 1,266 |
| 10. Solstice | 1,160 |
| 11. Mega Man III | 996 |
| 12. The Unipvited | 938 |
| 13 The Immortal | 773 |
| 1.4. The Simpsons: Bart vs. the Space Mutar | |
| 1.5. Forin | 727 |
| 16. Battle of Olympus | 703 |
| 17. Maniac Mansion | 680 |
| 18. Metroid | 656 |
| 19. Bandit Kings of Ancient China | 633 |
| 20. Shadowgate | 609 |
| 21. Nobunaga's Ambition II | 574 |
| 22. Super Mario Bros. 3 | 515 |
| 23. Adventures of Lolo II | 492 |
| 24. Dungeon Magic | 457 |
| 25. Mega Man | 445 |
| 26 Nobunaga's Ambition | 433 |
| 27. Castlevania III—Dracula's Curse | 410 |
| 28. NES Play Action Football | 398 |
| 29. Zelda II—The Adventure of Link | 375 |
| 30. Tetris | 363 |
| OO. 1611/a | 303 |

| GAME | PTS. |
|--|-------|
| 1. Super Mario Bros. 3 | 2,861 |
| 2. TMNT II: The Arcade Game | 2,665 |
| The Simpsons: Bart vs. the Space Mutan Bases Loaded II | |
| Dases Loaded II Tetris | 2,303 |
| A Rattletonds | 2,185 |
| e, pamorodes | 1,908 |
| 7. Super Mario Bros. 2 8. Dr. Mario | 1,494 |
| 9 The Little Mermand | 1,328 |
| The Line Mermala Little Nemo the Dream Master | 1,041 |
| 11. The Rocketeer | 1,037 |
| 12 Top Gun II | 1.004 |
| 13. Super C | 990 |
| 14 Base Wars | 913 |
| 15. Tecmo Bowl | 898 |
| 16. Mega Man III | 870 |
| 17. NES Open Tournament Golf | 807 |
| 18 WWF Wrestlemania Challenge | 795 |
| 19. Double Dragon III | 790 |
| 20 Teenage Mutant Ninja Turtles | 758 |
| 21. Monopoly | 756 |
| 22. Dragon Warrior II | 734 |
| 23 Baseball Simulator 1.000 | 714 |
| 24 Rad Racer II | 713 |
| 25. Double Dragon II | 711 |
| The Bugs Bunny Birthday Blowout | 703 |
| 27. Paper Boy | 690 |
| 28. Batman | 681 |
| 29. Disney's Rescue Rangers | 677 |
| 30 Mega Man II | 652 |

WHOA, DUDES! IT'S BILL & TED!

30 Maniac Mansion

Bill & Ted must be time traveling. They've come from nowhere to rate in the Players' Top 30.

PROS SETTLE IN FOR SOME **SERIOUS PLAY**

483

The pros like challenge, and they find it in complex, time-consuming RPGs.

DEALERS GO FOR THE **BIG NAMES**

Looking for sure bets, dealers look for games with well known stars, like Mario, Bart, and the turtles.



reddy's Dead: The Final Nightmare is currently ripping up movie screens nationwide. We tracked down the film's star, Robert Englund (a.k.a. "Freddy Krueger"), an avid Nintendo game fan, to talk to him about the film and the last movie appearance of his dreamstalking character. "While I've enjoyed developing Freddy's character to icon status," says Robert, "I think it's time for me to move on. I am extremely pleased that so much effort has gone into the 'Final Nightmare'.

While Robert has enjoyed portraying Freddy in all six Nightmare films and is happy about the character's popularity, he's quick to point out that Freddy Krueger shouldn't be considered a role model. "I don't see Freddy as a hero to anyone and I don't think anybody wants to grow up to be that ugly evil ol' cus."

Yet, Robert still claims to play Nintendo games with the ferocity of the famous fiend who stalks the





Robert England brings Freddy Krueger back to the big screen for one more round.

teenagers of Springwood in their dreams, "I'm really proud of the new retractable blades I've designed on my Power Glove," he says with a Freddy-like sneer. "Now, I'm more agile when I play," If Robert (as Freddy) were to design a game he says that it would feature "Freddy Krueger destroying Jason Vorhees (of Friday the 13th fame] and that wimp Michael Myers (from the Halloween series). I'd call it 'Nightmare on Friday the 13th, Halloween Night'." Robert goes on to say, with full Freddy flair, that his favorite games are "the ones where Fred Krueger decapitates the Mario Bros." There are, of course, no such games in existence but he can dream can't he?

Now that Robert has bid goodbye to Freddy Krueger, he'll be appearing in a television pilot called Nightmare Cafe, which is being coproduced by Nightmare creator Wes Craven. He has also spent some time on the other side of the lens, directing his first feature film, 976-EVIL.

Even with busy filming schedules, Robert still plans to make time for surfing, travelling, reading and playing video games. His advice for game playing fans of Freddy is "always wear a Power Glove."

Freddy's Favorite Horror Films

- I. The Innocents
- 2. Sisters
- 3. Rosemary's Baby
- 4. White of the Eye 5. The Hitcher

A LOOK INTO THE FUTURE OF NES AND SUPER NES GAME PAKS!!

It looks like the new year is going to offer a lot of excitement for NES and Super NES players. Programmers are borrowing the best themes from the movies, PCs and just about everywhere else...and the preliminary results are looking awesome.

THE EMPIRE STRIKES BACK

JVC and Lucas have teamed up again with the latest Star Wars game—The Empire Strikes Back—the result is outstanding as al-ways. It sure doesn't hurt Lucasarts having one of the hottest licenses of all time, and the programmers packed the Pak with tons of story and characters from the second Star Wars film.

The game takes Luke from the ice planet Hoth to the green, swampy world of Degobah and, we are told, on to Bespin, the Cloud City. Our two-thirds completed version only got us as far as



a meeting with Yoda. Still, it was enough to get us excited. One of the most radical features is the use of transport. You can ride a snow beast or fly circles around an Imperial Walker in a Rebel Scout ship. If your mount or ship is blasted, Luke will have to hoof it

through the rest of the stage or until he finds a new ride. Another notable feature is the voice reproduction. When Darth Vader speaks, we could swear we were hearing the real guy.

Basically, The Empire Strikes Back is an action game. Han Solo, Princess Leia and other characters give information from pop up screens but don't join the team as they did in Star Wars. The controls take a little getting used to, especially when you're making tricky jumps, but this Pak Watcher got caught up in the action and is waiting for more.







OVERLORD | W

Overlord from Virgin Games is an adaption of a PC strategy game that

combines terraforming and colonizing planets with alien battles. The idea is that you are at one end of the universe while an evil counterpart is at the other. The two of you are expanding your empires and eventually will meet. In order



to be ready for that mother of all space battles you'll have to develop your planets by providing food and minerals and keeping tax rates low. As your population expands, recruit soldiers to protect your worlds and to act as a strike force. You can purchase all sorts of space ships, equip soldiers with weapons, carry colonists from one planet to another and receive messages from the enemy. This is one complex game, but for strategy fans it looks like a winner. One bit of advice-don't lose the manual!







🗪 WIZARDS & WARRIORS III

Acclaim Entertainment and BARF Ltd. have combined their resources to bring back Kuros the sword-wielding hero in Wizards & Warriors III: Kuros... Visions of Power, For starters, we thought the subtitle was particularly powerful. The graphics were also eve-grabbers. Rare has a knack for bold. colorful graphics. The story of this third Kuros adventure has our hero exploring three worlds-the City, the UnderWorld, and the Palacepreparing to meet the evil Malkil who has overthrown the King.



Armor and swordplay won't be enough as Kuros must learn to fight magic with magic. There's lots of jumping and stabbing action, plus many items to find or purchase at the Inn. We found the most challenging aspect of the



game was that you must return several times to the different worlds, where you find new treasures and learn new skills, such as how to be a thief. The result is that the game gets bigger and better the longer you play.







SUPER NINTENDO

DEVELOPMENT DISPATCH

The two games featured this month in Development Dispatch are both great examples of how the Super NES allows maximum creativity for game programmers around the world. Lemmings was designed in Great Britain, while True Golf Classics comes to U.S. shores from Japan. There's a world of fun out there.

LEMMINGS

Save the Lemmings!
That's the battle cry that crossed the Atlantic when Psygnosis, a British game developer, introduced Lemmings for the PC. Now Sun Soft is bring-

ing the game to the Super NES. The idea is simple. A group of Lemmings (tiny, rodent-like characters who march mindlessly until given a purpose) must dig, bomb, bash and climb their way past a

series of obstacles in every stage to reach the door. Your job is to assign special skills to well-positioned Lemmings in order to clear a path through the increasingly difficult mazes.







TRUE GOLF CLASSICS

Country Club
T&E Soft's True Golf Classics:
Waialae is an ambitious golf

Walalae is an ambitious golf game for the true golf fanatic.



Everything you can do on a real course you can do here. The course duplicates the championship 18 of the Waialae Country Club in Hawaii. T&E's programmers visited the course, got tips from the pro and



included the notorious trade winds that make it so challenging. The control is super impressive. We truly felt like we were out there. The next T&E classic is slated to be Pebble Beach. Fore!



GOSSIP GALORE

BUCKY O'HARE

Konami's whimsical space-faring bunny, Bucky O'Hare, is out to save his buddies who were captured by some ruthless extra-galactic toads and hidden on four planets. The NES graphics are bold and colorful and the action is very fast. Jumping and shooting are the keys to success. The early version has a stage select and passwords to keep you hopping along.





SUPER SPORTS FROM EA

Super NES sports fans should keep their eyes open for anything marked Electronic Arts. Why? Because EA has dedicated its resources to providing some super sports games including titles for baseball, golf, basketball, hockey as well as the PC hit John Madden's Football. If the other titles are anything like JMF. expect sophistication that will be hard to beat on the field or on the Super NES.



ATTACK OF THE KILLER TOMATOES

One of the great cult movies is coming to the NES and Game Boy. Attack of the Killer Tomatoes from T.H.Q and Imagineering stars Chad Finletter as the unwilling hero who must stop a mad scientist about to unleash the dreaded Doomsday Tomato, Beefsteak, Mummato, Fang, Ketchuck and Tomacho plus all the Killer Tomatoes stalk Chad.

Yes, these violent vegetables have a taste for human flesh. Chad must jump and stomp them into ketchup if San Zucchini is to be saved.





RUMOR WRAP UP

What's the biggest news for '92? That's a tough question with so much going on, but here are a few titles that we've heard about: The Hook from Sony (based on the Steven Spielberg movie staring Robin

Williams, Dustin Hoffman and Julia Roberts). Mega Man IV from Capcom (starring the one and only Mega Man), and Lagoon from Kemco-Seika (a Super NES adventure from the company that produced Shadowgate. Déjà Vu and Drakkhen). These are just a few of the highlights.



NES PLANNER

COMING SOON

Attack of the Killer Tomatoes Avengers Barbie Bio Force Ape **Bucky O'Hare** Contra Force Cyberball The Empire Strikes Back The Flintstones G.I. Joe 2 Hammerin' Harry Mega Man IV Might & Magic Nightshade Overlord Rocky Secret Ties Space Shuttle Project Terminator 2: **Judgment Day**

The Addams Family **Tiny Toon Adventures** TMNT III Toki Toxic Crusaders Ufouria Ultimate Air Combat **Uncharted Waters** Wizards & Warriors III

SUPER NES PLANNER

COMING SOON

Castlevania IV Joe & Mac: Caveman Ninia Final Fantasy II Final Fight John Madden's Football Lemminas Nolan Ryan's Baseball **PGA Tour Golf**

Populous RPM Racing Super Battletank Super Play Action Football

True Golf Classics: Waialae Wanderers From Ys



Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Rescue Rangers, Snake's Revenge, Solstice, Crystalis. Maniac Mansion. Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Rall, Kickle Cubicle. Castlevania III, Little Nemo the Dream Master, Solar Jetman.

91): Mega Man III, Déjà Vu, Grentins 2, The Immortal

StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician. Ultima: Quest of the Avatar.

MetalStorm. StarTropics, G.I. Joe, Hudson's Adventure Island II): Power Blade, Sword

Master, Totally Rad, Manapoly, Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone

Ranger. 911: Battletoads, Day Dreamin' Davey, NES Open Tournament Golf. Robin Hood, Rockin

Kats, The Little Mermaid. Ninia Gaiden 3, Dragon

Warrior II & III, Darkman. Super Mario World, Star Wars, Smash TV, Kick Master

F-Zero, Star Trek, Roger Clemens Baseball, Metroid, Shatterhand,

To order your back issues, use the form in the Player's Poll section of this issue.

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Strategy Guides Now Available:

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The Legend of Zelda: Tips and Tactics How to Win at Super Marie Bros.

To order the strategy source of your choice, use the form in the Player's Poll section of this issue.

SPECIAL OFFERS

Issues from our first two years are available only in special collectors' sets. You won't find these issues at newsstands, and you wan't find this information anywhere else!

The First-Year Set includes in-depth reviews of the following games:

-Super Mario Bros. 2

- -Super Mano Bras. 2

 Ninja Gaiden

 Castlevania II—Simon's Quest

 Zelda II—The Adventure of Link

 Teenage Mutant Ninja Turtles.

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- -Mega Man II -Dragon Warrio
- —Super Mario Bros. 3
- -Final Fantasy

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of this issue and order now!

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Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific time. Monday through Saturday, or 8 a.m. and 5 p.m. Sunday It's long distance, so before you call, be sure to get permission from whoever pays the bill.

PLAYER'S POLL CONTEST WINNERS FROM JULY 1991

GRAND PRIZE: A TRIP TO NINTENDO HEADQUARTERS

AND A SUPER NES WINNERS: Michael Delao, Corona, CA

Laura McSpedon, Pound Ridge, NY Chris Ruggeri, Pittsburg, PA

SECOND PRIZES: GAME BOY SYSTEMS

WINNERS: Jedediah Jay Allen, Beards Fork, WV; Alex Curtis, Sandy, UT; Anthony Ehlers, Milan, IL; David L. Hite, Warsaw, IN; Kyle Paulette, Spout Springs, VA; Timothy S. Williamson, Sitka, AK.

THIRD PRIZES: NES ADVANTAGE JOYSTICKS

WINNERS: Ed Breslin, Selden, NY; Jeff Hignite, Hazard, KY; Timothy B. Hall, Bradenton, Ft; Travis A. Maxwell, Annadale, VA; Hernando Melo, Milwaukee, W; Mike Prudic, North, Roalton, OH; Todd Tescher, Minneapolis, MI; Ben Thompson, Hawthorne, NV; Mike Vescovo, Des Peres, MQ.

FOURTH PRIZES: NINTENDO POWER JERSEYS

WINNERS: Jason Adams, Hope Mills, NC; Michael Best, Nine Mile Falls, WA; Clark Bongiovanni, Lancaster, CA; Robert Bueck, Olmstead Falls, OH; Ben Burrage, Lexington, MA; Note Dalay, St. Louis, MO; Michael Dick, Cleves, OH; Justin Duplain, Omaha, NE; Jason Edrington, Broomfield, CO; Robert Fresia, Newark, NJ; Bobby Garrison, San Antonio, TX; John Mr. Gates, Eureka, CA; Brandon S. Gleason, Elk Ropids, MI; David Greenberg, Dambury, CT; Lucas Hardison, Elsworth, ME; Derek Hines, West Linn, OR; David Hobdow, Brea, CA; Cliff Hudson, Kethikan, AK; Lucas Jolly, Houston, TX; Ryan D. Janes, Barrlett, TN; Allen C. Knapp, Artesia, NM; Harbor, WA; Poul Marks, Lackson, MI; Alex Missian CA; Bass Smill Air, MD; Alexander Sue, Honolulu, HI; Christopher Williams, Ft. Houchuca, AZ; Buddy Wilson, North Pole, AK. Buddy Wilson, North Pole, AK.

NEXT ISSUE

COMING NEXT MONTH:

METROID II: RETURN OF SAMUS

The longest awaited sequel ever is about to arrive! Space adventurer Samus Aran rockets to the home planet of the evil blob-like Metroids and discovers that they're more sophisticated than originally thought.



TINY TOON ADVENTURES

Montana Max has rabbit-napped Buster Bunny's buddy Babs and now Buster's got to hop to her rescue. Toon into this wacky thriller next issue and you'll learn how to make sure that the story has a happy ending.



BATMAN: RETURN OF THE JOKER

While the Joker did take a dive off Gotham Cathedral in Sunsoft's last Batman adventure, he's back again to battle a bigger, badder Batman and this time he's not going to let the Joker off the hook so easily.



ACTRAISER

We gave you a glimpse of this Super NES adventure a few issues ago and now we're coming back with a full-blown review. Get set for great graphics and heart-stopping action along with more strategy-oriented play.



Dear Readers,

Early this summer, as the movie Robin Hood: Prince of Thieves was about to be released to theatres, we decided to ride on the coattails of Robin Hood mania and feature the NES adaptation of the movie on our cover. As I write this in late September however, the game is yet to be released and may not hit the shelves until snow hits the ground. While we try to cover games that you can immediately find at your local NES retailer, the long lead time for designing, writing and printing articles for the magazine often makes it difficult to know which games will be out when the magazine is sent to you. We do let a few reviews slip by, but we've caught some too. We were, for instance, planning to put Metroid II: Return of Samus on this issue's cover but, the programmers are still fine tuning the game, so we've held off for another issue. Here's hoping that future games and future reviews are released within closer proximity.

9/11/92



The issue looks great, but where's the game? We're still waiting.

George Sinfield

George Sinfield

Power Editor





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